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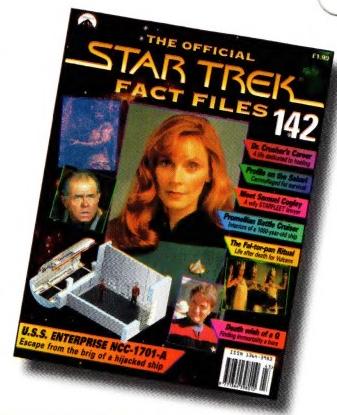
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THE UNITED FEDERATION
OF PLANETS

The Guide to the STAR TREK Galaxy

FILE 7 CARD 1E



THE UNITED FEDERATION
OF PLANETS

THE PRIME DIRECTIVE

The United Federation of Planets is a peaceful, galactic coalition of spacefaring civilizations. Its Prime Directive is designed to protect less advanced, prewarp societies from outside influences that could adversely interfere with their natural sociological and scientific development.

The United Federation of Planets adheres to a strict set of self-imposed guidelines designed to maintain a peaceful and non-disruptive atmosphere within its borders, as befits a benevolent civilization. The most highly respected of these is **Starfleet General Order #1**, commonly referred to as the **Prime Directive**.

This guideline is aimed principally at the captains and crew of Starfleet's exploratory vessels, stipulating in its simplest form that they should in no way interfere with the natural development of civilizations not yet capable of traversing space at warp speeds. Once a society reaches this vital stage of development it is

considered sufficiently technologically advanced to warrant **first contact** procedures and a possible invitation to join the Federation.

Captain's guide

As a method of protecting developing prewarp civilizations from outside contamination and exploitation, the effectiveness of the Prime Directive cannot be underestimated, despite several well documented breaches. As a vitally important aspect of Starfleet's mission, the order continues to guide the command decisions of every starship captain.

The Prime Directive's inception came about too late to prevent cultural interference during

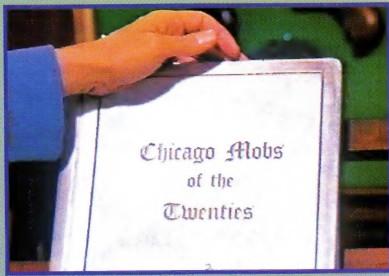
missions such as that of the **Daedalus**-class **U.S.S. Horizon NCC-176**, a 22nd-century Federation starship that traveled to the planet **Sigma Iotia II**. The crew caused irreparable damage to the natural development of the native society by leaving behind a book entitled '**Chicago Mobs of the Twenties**'. The **Sigma Iotians** were entering a period of industrialization and had been observed to be a highly imitative race. During the 100 year period between the *Horizon*'s visit and the arrival of the **U.S.S. Enterprise NCC-1701**, they utilize the 1920's Earth volume as a blueprint for their society, altering their evolution forever.

The United Federation of Planets believes that the Prime Directive should be



In 2268, Captain Kirk introduces Tyree's primitive tribe of Hill People to flintlock rifles. He hopes to counteract the harm already done to their society by the Klingons, who have similarly armed a rival tribe.

An Earth novel left behind by the **U.S.S. HORIZON** warps the development of the **Iotians**. Their society becomes an exact reflection of 1920's mob culture.



The **Iotians**' gang warfare is set right by another flexible interpretation of the Prime Directive. Captain Kirk intimidates the mobs with the **ENTERPRISE**'s superior firepower, thus forcing them to cooperate.



implemented at all costs, even at the expense of starships and their crews, but there have been circumstances when the rule has been ignored in the belief that further interference will reinstate the natural order of an alien society, countering the harm already done. Such is the case when **Captain James T. Kirk** decides to provide flintlock weapons to the **Hill People** on **Tyree's planet**, in an attempt to maintain the balance of power after the **Klingons** supply similar weapons to a neighboring village. Kirk rationalizes his actions on Tyree's planet by

comparing his dilemma to the Asian brush wars of 20th-century Earth: two super powers were involved in the conflict and neither felt able to pull out.

Deep concerns

Dr. Leonard McCoy warns the captain that he may be condemning Tyree's planet to a civil war that will last for years; unfortunately, as Starfleet's General Order #1 cannot be applied to non-aligned worlds such as the Klingons, who choose to interfere with, or conquer and exploit, primitive societies, Kirk feels he has no other choice.

GREATER SCIENCE

Idol worship

One particular aspect of primitive cultures of which Starfleet officers must be aware is the tendency of such people to believe in supernatural beings. To many cultures Federation science is beyond imagination, and the officers who control it may be seen as gods, especially in cultures that already have an established mythology.

Many less scrupulous space travelers – including the Ferengi Dr. Arridor and his associate Kol, beings from Pollux V, and the creature who masqueraded as Ardra on Ventax II – have taken advantage of this and enjoyed having worshipers. Starfleet officers, on the other hand, will often do all they can to bring down the false idols they encounter.

In 2267, Kirk encounters a primitive race whose culture is controlled by a machine-god named Vaal. He ignores the Prime Directive and destroys Vaal in order to liberate and bring a new independence to the Gamma Trianguli VI natives.



The Guide to the STAR TREK Galaxy

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THE UNITED FEDERATION
OF PLANETS



THE UNITED FEDERATION
OF PLANETS

GALAXY FACTS

In 2370, Nikolai Rozhenko violates the Prime Directive by transferring the otherwise doomed inhabitants of Boraal II to a new planet.



THE PRIME DIRECTIVE



In 2366, Captain Picard is forced to reveal his true identity to the Mintakans after they mistake him for The Overseer, one of their gods.

Ekos is warped into a brutal Nazi-style regime by John Gill, a well-intentioned but misguided Federation cultural observer.

Kirk often appears to dismiss the Prime Directive when it suits him, but the captain always justifies his actions, believing that such violations are no worse than the situation a culture may already be facing. This is evident during the missions to **Gamma Trianguli VI**, where he destroys the machine-god **Vaal**, and to the planet **Ekos**, where he causes the downfall of the Nazi-styled government foolishly introduced by Federation sociologist **John Gill**.

Blending in

The Prime Directive states that prewarp civilizations should be left alone, but the **Federation Council** concedes that many developing cultures are of significant scientific interest. As such, Starfleet has developed two methods of observation that do not result in the cultural contamination of such alien races.

The least intrusive method, and the one most suitable when studying a highly populated area, consists of disguising, and in some cases surgically altering, a Starfleet officer to allow him or her to blend in with the alien species.

they are to observe. This method is used when **Commander William T. Riker**, of the **U.S.S. Enterprise NCC-1701-D**, transports to the developing planet **Malcor III** to determine the **Malcorians'** reaction to possible first contact. It proves successful until Riker is injured during a riot and internal scans at the **Sikla Medical Facility** reveal his true, human physiology.

Similarly, Federation cultural observer **Nikolai Rozhenko**, the adoptive brother of the *Enterprise's* **Lt. Worf**, makes use of surgical enhancements while studying the people of **Boraal II**. When the planet is struck by **plasmionic reactions**, Rozhenko breaches the Prime Directive by using an energy shield to protect the villagers, with whom he has become acquainted.

Captain Picard refuses to interfere and provide the pre-industrial villagers with further protection, so Rozhenko secretly transports the entire population of the village to a **holodeck** recreation of their world in an effort to save them. One **Boraalan** inadvertently escapes the holodeck and elects to

kill himself following the discovery that he is on board an alien starship, but the mission is otherwise deemed a success. The remaining villagers know nothing of the delicate operation that leads to them being

transferred to a new world. A far more sophisticated method of covert observation involves the use of holographically disguised duck blinds. Such an operation is installed on **Mintaka III** in 2366, to allow a Federation team

to observe the indigenous, bronze-age race.

Unfortunately, the holographic generator creating a false rock face fails, exposing the duck blind to the **Mintakans**. The situation becomes volatile when the Mintakans proclaim Captain Picard as the **Overseer**, a figure from their mythology, forcing him to break the Prime Directive and inform the Mintakans of the truth of the situation. The Mintakans are now aware of life outside their own world, but do not appear to have been adversely affected by the encounter. They are left to continue their natural social evolution.

THE WATCHERS

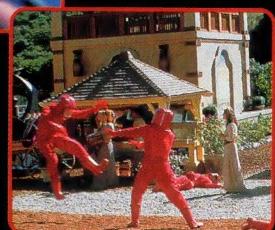
Hidden in plain sight

In 2375, a joint Starfleet-Son'a team observes the Ba'ku on their planet deep within the Briar Patch, intending to remove them from their world via a Holoship recreation of their village, leaving the metaphasic radiation from their planetary rings ripe for harvesting. When Data exposes the observers, it is considered to be a breach of the Prime Directive. The Ba'ku, however, are discovered to be more advanced than is thought, and their society reacts well to first contact.

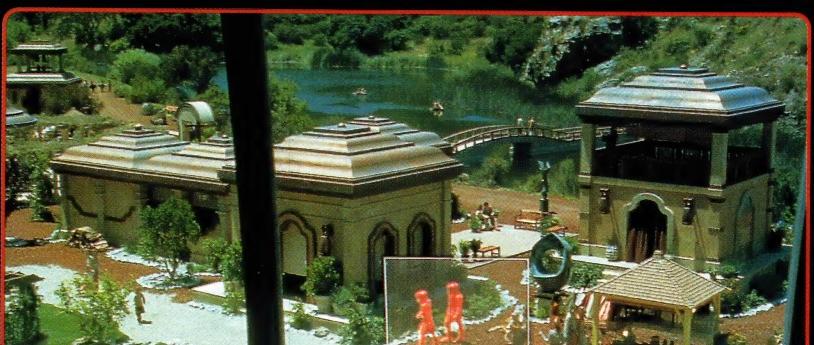
Will Riker's covert mission to Malcor III in 2367 is also uncovered, but this race proves socially unprepared for first contact procedures.



Riker's presence is discovered on Malcor III after he is injured, but the society proves unready for first contact with offworlders.



Cloaked officers are monitored from inside a duck blind, but cannot be seen by the native inhabitants outside.





OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 66A



OTHER GROUPS
AND RACES

GAMMA HROMI II

Gamma Hromi II is the site of a **Gatherer** encampment. These nomadic marauders are responsible for pillaging attacks throughout the sector; they raid whomever comes across their path, from neutral races to Federation research stations, stealing to survive.

There are times when a society turns a corner, abandoning violent or divisive ways in order to move forward in peace. This decision needs the support and consent of the population at large, but there are always those who oppose reform and wish to carry on in the old way. This is the case with the **Acamarian** splinter group known as the **Gatherers**.

The Gatherers split from their race in the mid to late 23rd century and embarked upon a nomadic existence, sustaining themselves by stealing and foraging anything they need.

to either survive on or use for trade. This problematic faction is divided into many smaller cells, which sometimes establish settlements. One such base is on **Gamma Hromi II**, a **Class-M** world in the **Hromi cluster**.

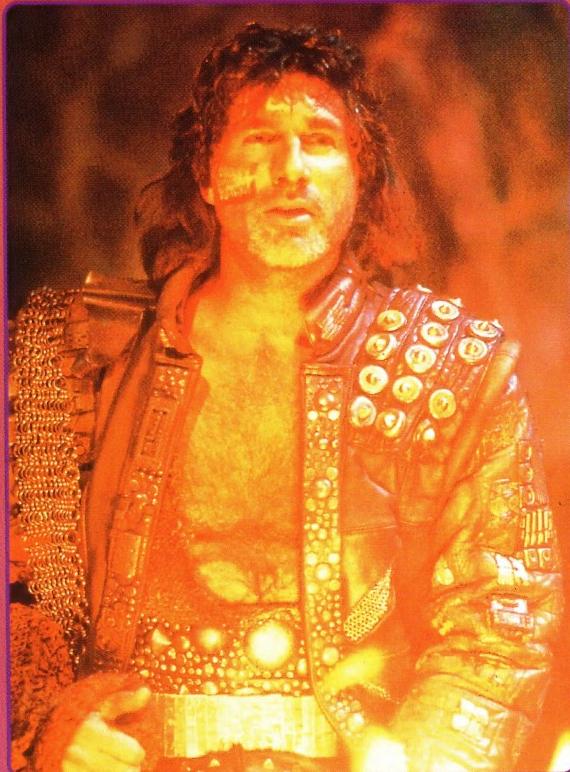
Temporary camp

The Gatherer site, visited by an away team from the **U.S.S. Enterprise NCC-1701-D** in 2366, reflects the transient nature of its settlers. The main structure appears to be only half finished, with a large pile of debris and building materials at the base of one side. This edifice is a massive open framework,

with different interconnecting walkways and levels. The main material used in the construction is a type of metal piping, painted red. The area is well lit by lights hanging from the gantries.

The purpose of this structure is unclear. It appears to be used for storage, but the lower levels consist of empty walkways and ladders only, while drums and crates are placed on upper levels. The settlement is surrounded by high rock walls, presumably for security. It seems likely the Gatherers also sleep on the upper levels of the edifice.

Fires burn in cauldrons



▲ Members of the Gatherer group favor heavy leather clothing, strengthened with armored elements.

▼ Gatherer tribesmen display ritualistic scarring across their cheeks, perhaps to denote rank or status.

GYPSY PLANET

Gatherer encampment

Gamma Hromi II is a large, bluish-white planet. It has been charted but not explored by Federation starships and thus makes a perfect base for a Gatherer site. The planet has a **Class-M** atmosphere and appears to provide plenty of forestry and cover around the campsite. The inhabitants of this world do not appear to have made any permanent constructions on the surface; their campsite consists of rubble and debris from unfinished building work and there is a main structure in the camp in which the Gatherers appear to dwell. This too is incomplete, though its skeletal shape reveals many walkways interconnecting through different levels. The nomadic people may use this structure for storage as well as shelter.

From orbit, Gamma Hromi II is a beautiful planet, glowing blue-white against the blackness of space. The Gatherers appear to live in a lush forest region.



Designation	Gamma Hromi II	
Class	M	Quadrant Alpha
Inhabitants	Humanoid	
History		
The Gatherers split from their mother race in the mid-23rd century, due to clan warfare that had been raging for decades.		
Hierarchy		Gatherer ethos states its members are only answerable to themselves and can do whatever they want. There does appear to be an overall leader, however, who has the final word on important decisions.
Starship log		
STAR TREK: THE NEXT GENERATION 'The Vengeance Factor'		



▲ A nomadic people, the Gatherers make their camp on Gamma Hromi II for the meeting with Sovereign Marouk.

Captain Picard and Counselor Troi help to mediate the negotiations between the Acamarian factions on Gamma Hromi II.



OTHER GROUPS AND RACES

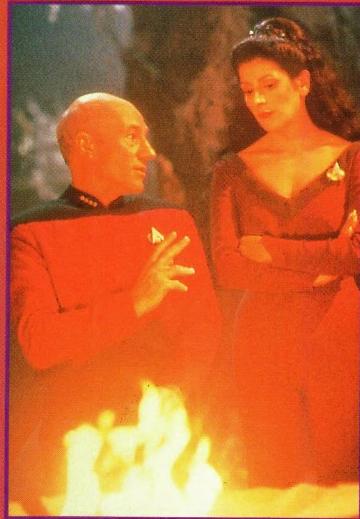
The Guide to the STAR TREK Galaxy

FILE 18 CARD 66A



OTHER GROUPS AND RACES

GAMMA HROMI II



A main structure in the Gamma Hromi II site consists of many levels with interconnecting walkways, though the building remains unfinished.



Conditions in the Gatherer settlement appear to be harsh. There are few comforts.

Piles of rubble and materials litter the Gatherers' camp. Buildings are half-finished, but it is not clear how long the camp has been established.



The camp has plenty of areas ideal for lying in wait to ambush enemies. Riker and Data find just such a spot behind some rubble.

around the camp's perimeter, and crude mechanical devices of unknown purpose – perhaps to dispense heat over a wider area – are attached to some of these. Storage crates and containers are stacked 20 high around the outskirts, with piles of supplies and provisions placed under netting or stacked against the rock walls. Among the many objects pilfered by these Gatherers are Artonian lasers and Tonkian homing beacons, as well as noranium alloy with a low salvage value. This indicates that the Gamma Hromi II tribe is not particularly discriminating about what they steal. They think little of attacking neutral facilities such as Federation research stations, wounding staff members and stripping the place of every last piece of usable equipment.

Lying in wait

The usual Gatherer ploy on this world is to lay an ambush for visitors. It would appear they have scanning apparatus to tell them when a ship has entered orbit, although they do not employ dampening fields to disguise signs of their settlement; indeed, Sovereign Marouk of Acamar III has heard

rumors of the camp's existence. The Gatherers stay on the upper levels until a strategic moment, then attack with stolen Rigellian phaser rifles, pinning the intruders to the ground. They are unwilling to entertain any efforts at diplomacy until forced into negotiations.

The people of Gamma Hromi II claim they steal because they need to do so to survive; nevertheless, they seem to have everything they need and do not appear unhappy with their lot. Their interpersonal relationships are based on friendly rivalry and jibing – something the more

refined Acamarans initially find barbarous. These people follow the Gatherer ethos of doing what they want and answering to no one, but there is a hierarchy that stretches to Chorgan, who appears to be overall leader of the Gatherers. Important decisions are referred to him.

Wild lifestyle

The Gamma Hromi II Gatherers are a wild and uncouth group. Their uniforms consist of leather jerkins and shoulder pads with metal studs, and some wear helmets over their long, greasy hair. They do not bathe regularly, to the point of their stench giving

GALAXY FACTS

► Yuta, the last surviving member of the Traesta clan, seeks to kill all remaining members of the Lornak clan in a blood feud, using a specially engineered microvirus. One of her victims is Gamma Hromi II's Volnoth, the clan's second-to-last surviving member.

► The Gatherer factions are now made up of members from different clans.

them away when they are in hiding. There is a fair age difference between members, with old men forming part of the movement as well as young boys. No female Gatherers are seen, but talk of children suggests they must be part of the group.

The Acamarian and Gatherer split occurred because of violent clan warfare. The Gatherers left in part to continue these conflicts, gradually developing into the nomadic pirates they are today.

In 2366, Captain Jean-Luc Picard helps to negotiate a peace treaty between the Acamarians and Gatherers. Once the amnesty is signed the Gatherers may abandon their nomadic lifestyle and finally be welcomed home.

REVENGE FROM THE PAST

Vengeance of the clans

The Acamarian/Gatherer split, which occurred during the 23rd century, was caused by the bloody feuds between clans such as the Traesta and the Lornak. Loyalty to the clan was absolute, but escalating violence over generations left the planet in chaos. The Gamma Hromi II Gatherers are led by Brull, who is contacted in 2366 by Sovereign Marouk and the U.S.S. Enterprise's Captain Jean-Luc Picard to negotiate the peace treaty that has eluded the fractured society for a hundred years. Brull is ready to make a deal, though he cannot do this openly or too willingly as it may cause him to lose face among his people.

The peace talks are very nearly sabotaged by the last surviving member of the Traesta clan, Yuta, seeking revenge. She becomes romantically involved with Commander Riker, who is initially unaware that she is a ruthless assassin posing as Sovereign Marouk's food taster. Fortunately, Yuta's true identity is revealed and Riker kills her before she can assassinate Chorgan, the Gatherer leader.



► Yuta is revealed as an assassin, altered in order to extend her lifespan so she can complete her deadly mission.

► The meeting between Marouk and the renegade Gatherer is at first problematic and full of mutual distrust.



SHIP:

U.S.S. ENTERPRISE NCC-1701-D

SYSTEM:

HELM STATION

BRIEFING:

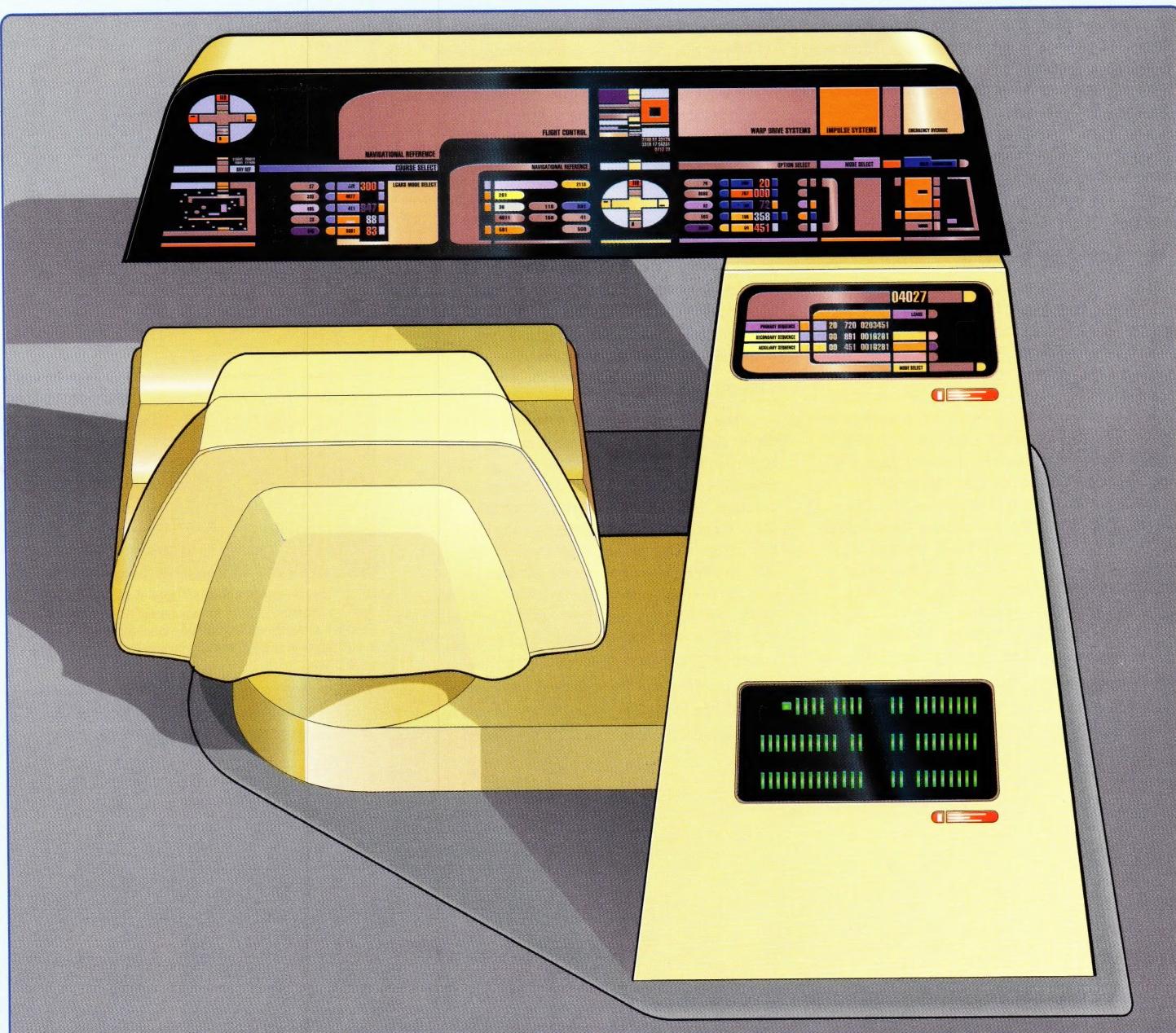
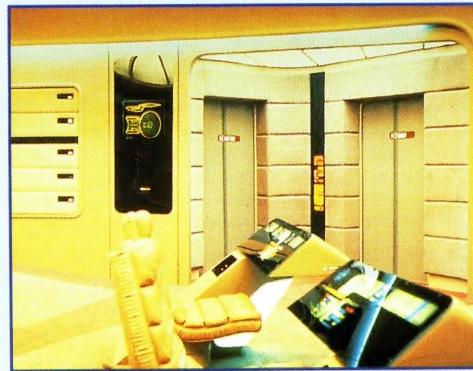
FUNCTION AND LAYOUT

Located at the front of the bridge, the **U.S.S. Enterprise NCC-1701-D** flight control console, or conn as it is traditionally called, is situated on the right hand side of the bridge. Viewed from the captain's position, it is directly in line with the operations interface panel on its left hand side, and comprises a slide-away touch sensitive console and chair. Most of the piloting and navigational functions are heavily automated, but the need for a permanent duty officer is nevertheless crucial in case an emergency situation arises that requires a manual override.

The helm control panel utilizes **Starfleet's**

very latest touch control technology and allows the duty personnel direct access to a number of the *Enterprise*'s functions. Moving from left to right, starting on the far left of the console is a hand-operated control pad that gives an audible feedback beep when a command is inputted. Automatic functions can be rerouted to different parts of the display, to be manipulated manually if necessary. Directly

GALAXY-class ships incorporate state of the art systems and engineering, as reflected in the control interfaces designed into the consoles of the main bridge, such as the helm station.

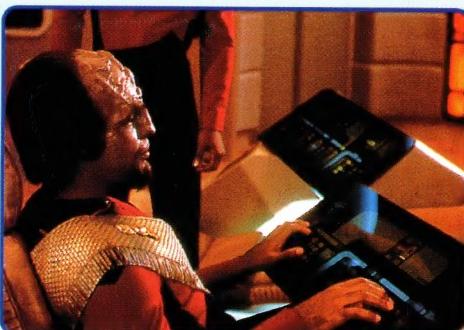
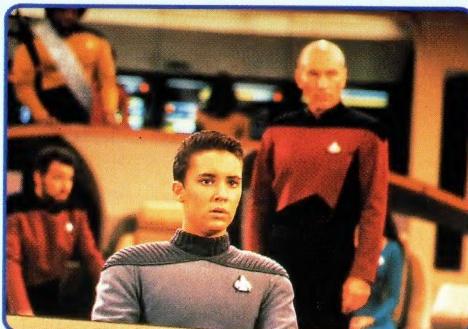


► Designed for use by a single crew member, the entire helm station consists of two main sections: the fawn-colored ribbed chair with headrest, and the slide-away touch sensitive console situated within easy reach directly in front. As a typical duty rotation takes eight hours, the chair is designed for comfort over this time, enabling the navigator to be at their station at all times.





FILE 25 U.S.S. ENTERPRISE NCC-1701-D



▲ The duty officer at the helm sits with their back to the senior commanders. This could prove a disadvantage, but is overcome as the station chair is designed to conveniently swivel round in all directions.

below this control is a display that shows information from a number of sensor systems, including the data in relation to the ship's current position and calculated course heading.

If any kind of additional data needs to be accessed from the ship's computer banks, the panel to the right of this display allows the helm to directly interrogate the *Enterprise*'s LCARS system via five vertically staggered buttons, and integrate the received information with the data shown to the left. Different categories of information can be requested as the LCARS has a mode select function to the right of its main display, making the helm an effective position for the retrieval of essential data.

Full speed ahead

The main function of this station is to pilot the ship. The center section of the console houses the navigational reference section, which allows course headings to be set, as well as flight control information. The control consists of two sections, and a course can be set via a number of interchangeable oval or rectangular buttons that cycle between two colors if an alteration is made, until the navigational information has been plotted. A larger rectangular button, on which the word 'engage' is clearly marked, then flashes at the same level as the top of the pad and a single touch by the helm operative sets the *Enterprise* in motion or commences a docking or orbital maneuver.

The primary function of the helm is to set and maintain a course heading, but the conn

▲ Many bridge officers are qualified to take over the duty roster of the helm station. Lt. Worf, for example, first serves at the helm though later moves to the tactical post behind the captain's chair.

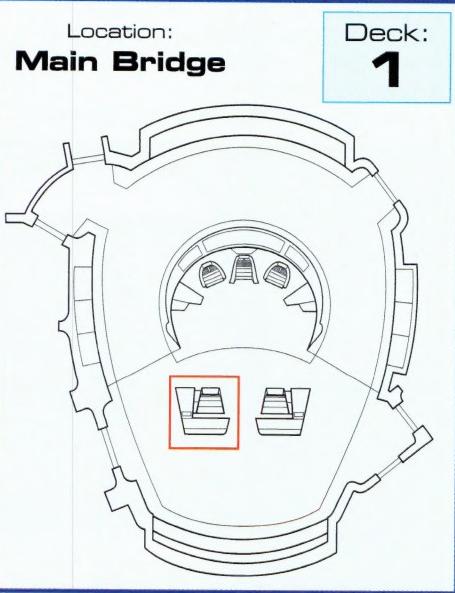
also has a very important role in relation to the propulsion systems of the starship. As such, the helm officer has a direct link to Main Engineering and has the responsibility of updating the commanding officer on the condition of the ship's engines. This data can be gathered via two further control areas of the conn, clearly designated 'warp drive systems' and 'impulse systems'.

Unlike the majority of the console's displays, the relevant data to these systems can be hidden in order to reduce the amount of information viewable at once. By touching the indicator band on either display, additional buttons appear directly below the relevant section. In the case of the warp drive systems, a five tiered vertical row of buttons moves out to allow the conn to engage the warp engines on the command of the senior officer. Traveling at warp while the larger sized 'engage' button changes to 'disengage' will cause the ship to immediately drop out of warp.

Emergency stop

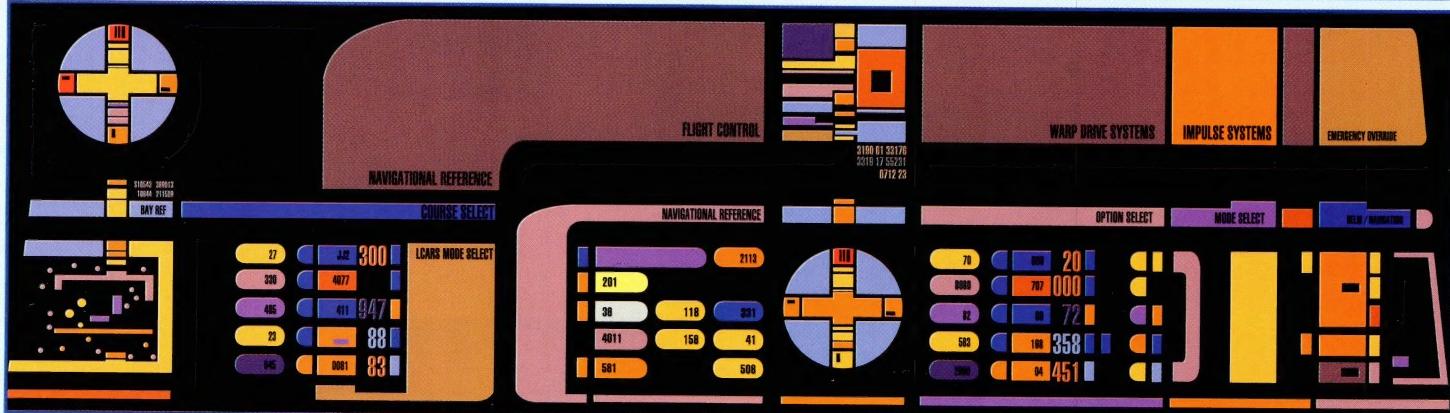
Linked directly to these readings are the impulse system readouts, which reveal five vertical buttons, numbered from 100 (maximum impulse speed) at the top down through descending increments of 25 to zero (all stop.) In case of emergency, the far right of the console has an emergency override panel which disengages the computer and allows manual control of all functions. For this reason alone, the helm is regarded as one of the most vital bridge stations, controlling as it does the speed and direction of the entire vessel.

▲ The helm station is positioned directly in front of the main viewscreen. The chair is angled slightly backward and outward, so as not to restrict the senior commander's view of the screen.



▲ The support leg of the helm station places within easy reach the additional touch-sensitive control panels that are not available on the main rectangular control console.

STANDARD HELM STATION CONFIGURATION



▲ The helm console features touch-sensitive consoles and gives a clear visual display of the information needed. It can hide data on the warp and impulse drives until needed.



STARFLEET ACADEMY

ADMIRAL

DUTIES AND ROLE

Members of the admiralty are among the highest ranking and most senior officers to work in Starfleet. It is through many years of loyal dedication to the service that these officers attain such a position of power and trust.

The rank of admiral is not bestowed upon an officer lightly. Those so rewarded are among Starfleet's most decorated and respected officers, such as starship captains who are judged likely to provide an even greater service to the fleet by maintaining a watchful eye over the day-to-day running of operations throughout a sector of space. There are many facets to the position, making it an immensely rewarding though often difficult job.

The role of an admiral is highly diverse, and their duties are wide ranging and often complex. These vary from the mundane, such as attending diplomatic functions, lecturing at **Starfleet Academy**, and inspecting starships prior to launch, to being forced to put the lives of Starfleet officers on the line when authorizing vessels or personnel to enter hazardous situations. It is a position that combines duty to the service with a requirement for skills of a political nature. Admirals are also granted the authority to decommission starships that are deemed past their prime or irreparable, as demonstrated by **Admiral Morrow**'s orders following the return of the **U.S.S. Enterprise NCC-1701** to **Spacedock** in 2285.

The requirements of command

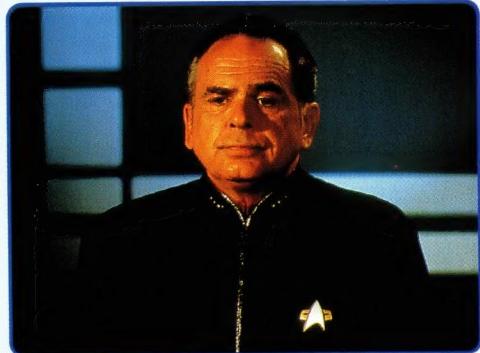
In addition, there are many admirals who supplement their duties by maintaining a posting as commander of a starbase or other non-starship position, such as **Admiral Marcus Holt**, who commands station **Deep Space Three**. Of similar note is **Admiral Brand**,

who holds the position of Superintendent of Starfleet Academy.

The rank of admiral, particularly in times of peace, is primarily a desk job. The officer in question is often stationed at a Starfleet facility on Earth or elsewhere in the **United Federation of Planets**. For some, this can be considered a detrimental aspect of the position, as **James T. Kirk** discovers following his promotion. Kirk's duties are many and varied, but he feels stagnant 'flying a desk' at Starfleet Headquarters in San Francisco. He jumps at the chance to take command of the refitted *Enterprise* when the *V'Ger* probe approaches Earth in 2271. Admiral Kirk once again takes command of the *Starship Enterprise* in 2285, when his inspection of a cadet training mission aboard the vessel takes a critical turn with the attack of **Khan Noonien Singh**, who commandeers the **U.S.S. Reliant NCC-1864** to revenge himself on Kirk for stranding him on the planet **Ceti Alpha V**.

Showing the flag

In addition to Kirk's actions, there are other circumstances that occasionally demand the presence of a member of the admiralty. For example, an admiral may be placed in an extremely hostile situation, where a high ranking officer is needed to coordinate starship deployment and battlefield strategy, as shown by the actions of **Admiral J.P. Hanson** and **Admiral Hayes** during the **Borg** offensives of 2366 and 2373. Or, an admiral may be assigned



Admiral Hayes is a renowned Starfleet officer. Sadly, he is killed on Stardate 50893, while leading a fleet of Federation starships in the Typhon sector against an incursion by a lone **BORG CUBE**.

to oversee a delicate operation in a distant region of space, such as **Admiral Matthew Dougherty**'s supervision of the joint Starfleet and **Son'a** mission in the **Briar Patch**. During Starfleet missions of a sensitive nature, or operations conducted under wartime conditions, an admiral is often posted to a facility 'in the field' from which they command and control several vessels; during the **Dominion** war, **Admiral Bill Ross** handles fleet dispersal and mission tasking from **Starbase 375**. Ross's



After his return from the **U.S.S. ENTERPRISE**'s five year mission in 2270, James T. Kirk is promoted to the rank of admiral and given the post of Chief of Starfleet Operations. He prefers, however, the more active life of a captain.



Despite their mutual respect, Admiral Nechayev and Captain Jean-Luc Picard have a rather adversarial relationship. On occasion, Nechayev calls into question his tactics and handling of delicate situations.



Operational command of Starfleet is the remit of **Admiral Morrow** in 2285. It is by his order that the outdated **U.S.S. ENTERPRISE NCC-1701** is to be decommissioned and scrapped after the starship's return from the Mutara Sector.



FILE 19 A Guide to FEDERATION STARFLEET

position offers a typical example of such a posting; his command includes vessels such as the **U.S.S. Defiant NX-74205** and ships from the **Seventh Tactical Wing**.

There are times when certain admirals choose to relay new orders to starship captains in person, either because they are in close vicinity or because they suspect that sensitive transmissions could be intercepted by undesirable parties. **Admiral Alynn Nechayev**, whose abilities have seen her rise to the rank of fleet admiral by 2370, often chooses to visit starships and their captains personally; her occasional sojourns to the **U.S.S. Enterprise NCC-1701-D** and space station **Deep Space Nine** are two examples.

On many occasions, Admiral Nechayev has instructed **Captain Jean-Luc Picard** on new missions, and she is also responsible for berating the captain when he fails to complete an objective – such as when Picard refuses to implement an invasive program that could have destroyed the **Borg collective**. Nechayev is also adept at diplomatic duties, as shown by her involvement in negotiating the delicate **Federation-Cardassian Treaty** of 2370.

Another aspect of an admiral's position entails the investigation of incidents involving Starfleet officers. Among Starfleet's most recognized and brilliant investigators are **Admiral Brooks**, who handles an incident in 2369 involving the death of **Ferengi** scientist **Dr. Reyya**, and **Admiral Norah Satie**, who is successful in fully exposing the alien conspiracy uncovered by command officers of the *Enterprise* in 2364.

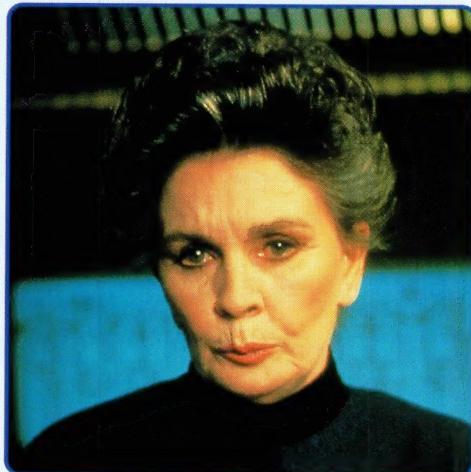
Despite her regrettable actions later, in wrongly attempting to prosecute a young officer aboard the *Enterprise* for sabotage, Satie's unyielding temperament and deductive skills are evidence of the outstanding ability sought by Starfleet when considering officers for promotion to the admiralty.

In the event of judicial enquires or tribunal proceedings, admirals are sometimes called upon to act as judges; for example, Starfleet Academy's superintendent Admiral Brand fulfills this role in 2368, during an investigation into the actions of **Cadet Wesley Crusher's Nova Squadron**, while **Admiral T'Lara** acts in this capacity on Deep Space Nine in 2372, when **Lt. Commander Worf's** extradition is demanded by the **Klingon Empire**.

Legal duties

On occasion, Starfleet admirals also fulfill functions above and beyond their service to the fleet and the Federation, performing special duties; many members of the admiralty come from backgrounds in the sciences as well as command operations, and these talents are not ignored as they are promoted. **Admiral Anthony Haftel** fulfills his role as a command officer and a cybernetics scientist during his visit to the *Enterprise* in 2366, when the android **Lal** suffers a catastrophic malfunction.

In recognition of the exceptional service they perform for the Federation, Starfleet's admirals are invited each year to the **Admiral's Banquet**, a social gathering for not only the admiralty, but also other respected officers in the fleet.



► **Admiral Norah Satie was once part of Starfleet's internal security division. She comes out of retirement in 2367 to investigate a possible Romulan sabotage attempt on the U.S.S. ENTERPRISE.**

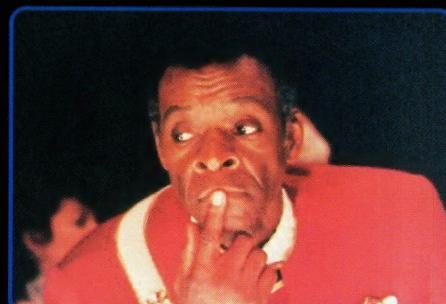
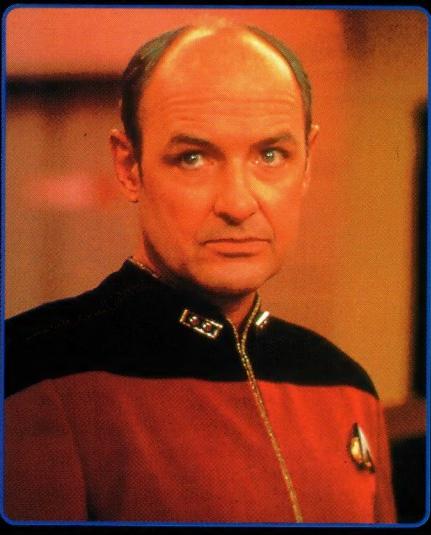
Captain Picard is frequently invited to these functions, but finds them tedious and often attempts to find an excuse not to attend.

Starfleet's admirals have always been an integral part in the planning of new initiatives to maintain the safety and security of the Federation – initiatives that have served the organization's worlds and peoples well for many years. Those personnel who bear this auspicious rank can justifiably regard themselves as being among the finest officers in the fleet.

CROSSING THE LINE

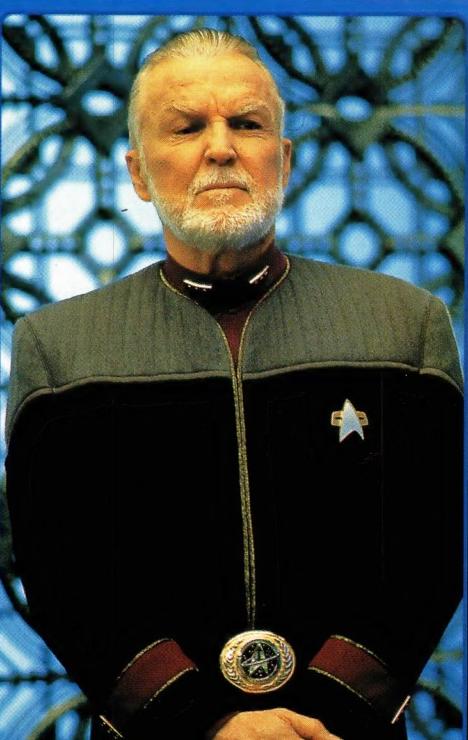
An abuse of rank

Admirals are regarded as some of the finest officers in Starfleet, but they are not infallible; on occasion some make the wrong command decisions and pay the price for their actions. Admiral Erik Pressman's involvement with the testing of an illegal interphase cloaking device results in his arrest and possibly the end of his career in 2370, while Admiral Dougherty's grave error in involving Starfleet with the duplicitous Son'a in a mission to harvest metaphasic radiation from the Ba'ku homeworld costs him his life in 2375. More dangerous is Admiral Cartwright's secret involvement with the Klingon General Chang in a bid to end the Khitomer peace talks of 2293, and Admiral Leyton's attempted military coup on Earth in 2372. The latter situation is successfully defused at the eleventh hour by Captain Benjamin Sisko. The strains of the admiralty weigh heavily on the shoulders of many of the men and women who are asked to fulfill this difficult position; it takes a strength of character that is simply too much for some.



► **The misplaced fears of Admiral Cartwright lead him to go against the Federation and ally himself with Klingon renegades, as part of a conspiracy to prolong the cold war with the Empire.**

► **Admiral Erik Pressman served with Will Riker aboard the U.S.S. PEGASUS in 2358, leading a clandestine operation to test a Federation cloaking device – the Treaty of Algeron prohibited Starfleet from using such equipment. Years later he attempts to salvage the PEGASUS, risking war with the Romulans.**



► **Admiral Dougherty finds himself forced to choose between the continued prosperity of the Federation and the individual liberties of the Ba'ku people, when he allies himself with the Son'a.**



FILE 43 STARFLEET PERSONNEL

Seven and Captain Janeway

A friendship between a former Borg drone and a Starfleet captain seems an unlikely alliance, but the association between **Seven of Nine** and **Captain Kathryn Janeway** has grown from an adversarial and ambivalent pairing to become a bond of respect and trust unique among the crew of the *U.S.S. Voyager NCC-74656*.

During 2374, the **Borg collective** agrees to an uneasy alliance with **Captain Janeway** and the *U.S.S. Voyager NCC-74656*. As an alternative to assimilation, a single drone is chosen to facilitate interaction: **Seven of Nine**. When Seven's link with the collective is later severed, Janeway decides to keep the drone aboard and help cultivate her humanity. The way back is a difficult one for the liberated Seven, but the captain knows this and is willing to act as her mentor. This relationship proves to be challenging and stormy as it develops.

Janeway's first priority is helping Seven cope with her sudden isolation from the Borg. She begins to introduce the ex-drone to the human experiences she has been denied during her life as a drone, including interaction with other individuals. On Janeway's suggestion, Seven looks up records of her parents.

Personality clash

Seven initially resists Janeway's efforts, and this friction sets the tone for their often antagonistic relationship. The Borg woman experiences difficulty understanding the place of individuals within a hierarchy, and speaks her

BEYOND THE BORG



First contact

Seven of Nine first comes to the *U.S.S. VOYAGER* as part of a joint operation with the Borg against Species 8472.

Offer of help

Janeway comforts **Seven** shortly after her connection to the collective is severed, trying to reassure the former drone.



mind at any point. She simply takes action when she deems it necessary rather than deferring to the captain. This causes much tension between Janeway and her new crew member.

The captain grants Seven a good deal of latitude, even finding a measure of amusement in some of her more blatant breaches of protocol. Their relationship suffers a

New crew member

Janeway brings **Seven** on board to become part of the crew, despite the misgivings of her fellow officers. Her faith is justified as Seven becomes a valuable crew member.



To hell and back

Facing the threat of total destruction by the Krenim, Seven and Janeway work together to overcome incredible odds.

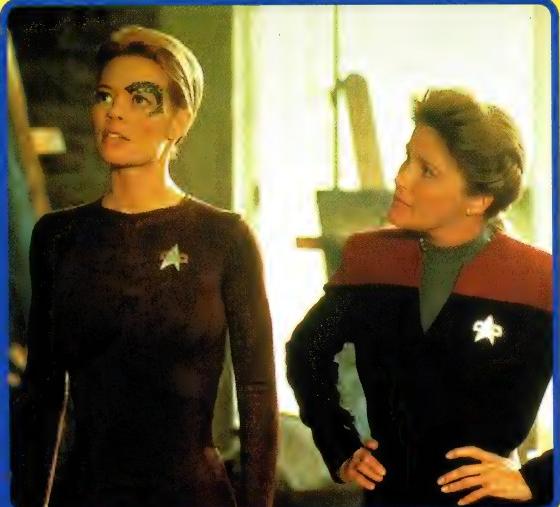


dramatic set back, however, during an encounter with a lone **Species 8472** creature and its **Hirogen** pursuer. Seven insists that the creature must die because it imperils the ship, while Janeway tries to impress upon her the value of compassion, even for enemies. Seven contravenes Janeway's instructions and takes matters into her own hands, beaming the two aliens to an **Hirogen Vessel**. This breach of trust opens a rift between the women that takes several weeks to even start to heal.

For all their disagreements, a bond of trust develops between the pair after their shaky start. When *Voyager*'s sensors register the presence of

One chance to survive

When *VOYAGER* has to traverse a deadly nebula cloud, Seven risks her life to guide the ship while the crew lie in stasis.



Seven of Nine and **Captain Janeway** are both intelligent and opinionated women who do not always see eye-to-eye on everything. They often disagree with one another, but their connection still remains strong and their mutual respect survives a number of antagonistic confrontations.



Seven and Captain Janeway



★ Individual

The ability to speak one's mind is an important individual trait, but sometimes Seven goes too far.

Janeway usually wins thanks to her intuition — a human trait to which she introduces Seven.

An important turning point in the women's relationship comes when control of *Voyager* must be handed over to Seven while the rest of the crew waits out passage through a hazardous nebula in stasis. Seven proves herself worthy of this trust and is even ready to sacrifice herself for the good of the sleeping crew, increasing her stock in Janeway's eyes. This sets the scene for a much calmer and more productive relationship between them during 2375, with *Voyager*'s EMH taking over as tutor in the finer points of human interaction.

Captain Janeway finds reason to compliment her crew member on her efforts to help the 29th-century drone **One**, and also expresses concern about Seven's reaction at facing the collective during a plan to infiltrate a **Borg cube**. In the spirit of their more collaborative approach, however, Seven

persuades the captain that she needs to go on this away mission, and Janeway grants her wish. Even when Seven appears to betray the ship by staying aboard the *cube*, Janeway knows there is more to this situation than meets the eye, and launches a daring rescue mission.

Advice in return

The relationship between captain and subordinate in some ways comes full circle when the EMH reacts so badly to the loss of a patient that some of his memories have to be blocked. Seven requests that Captain Janeway reconsider her approach to the problem, asking why the Doctor should be treated differently to any other member of the crew. She asks what circumstances would dictate that Janeway treat her — a partially mechanical life form — in the same way.

Seven's argument persuades the captain to help the Doctor through the problem rather than take the easy way out, and indicates a new level of maturity and respect in their relationship as the pupil enlightens the mentor. Such shared insights may be the foundation of a long and promising future between these two very different women.



★ A difference of opinion

Seven sometimes questions Janeway's handling of certain situations, and has been known to take control of events without her captain's authorization.

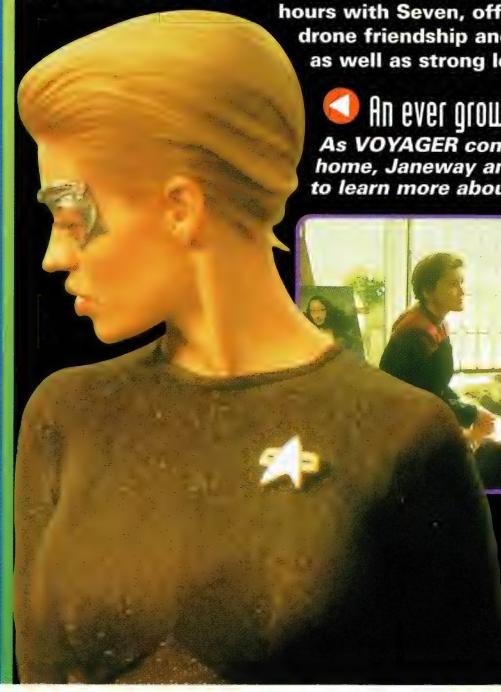
and foremost the captain, however, and that means she cannot always be Seven's friend. Nevertheless, the two women work well as a team, whether it be outwitting the vengeful **Arturis**, or undermining the Hirogen who overrun *Voyager* and force the crew to participate in savage **holodeck** battles. Their sparring even takes on a more physical form during their regular matches of **velocity**, which

"I'm trying to help you see this as an opportunity to grow. I'm telling you as your captain and as your friend, you won't regret it." — Captain Janeway to Seven

HUMANITY ON THE HOLODECK

Beyond the call of duty

Seven needs to learn to be human again, and Janeway is well aware that the former drone's inexperience in social situations can make it difficult for her to mix with her crewmates. The captain therefore finds the time to spend many of her off-duty hours with Seven, offering the former drone friendship and understanding as well as strong leadership.



An ever growing respect

As VOYAGER continues its trip home, Janeway and Seven continue to learn more about one another.



Life experience

Janeway encourages Seven to understand humanity through its art and culture, via her holodeck program.

The art of life

At first Seven fails to understand the purpose of art, or the Leonardo da Vinci holoprogram.



High velocity

The captain and Seven often play velocity together.





FILE 49 ROMULAN PERSONNEL

Subcommander Selok

Vulcan Ambassador T'Pel is not all that she appears to be. Beneath the logical and stern Vulcan facade lies a Romulan agent who successfully completes her extended mission of espionage and returns to her people with valuable information about the United Federation of Planets.

Selok is a Romulan subcommander assigned to the *Romulan Warbird Devoras*. She is a bold and brave officer who is not afraid to undertake a dangerous undercover mission when necessary. As such, she successfully assumes the identity of the **Vulcan Ambassador T'Pel** over an apparently lengthy period, ironically earning a reputation as one of the **Federation's** most honored diplomats. Her invented Vulcan background is so well constructed that it provides the perfect cover. She is so well respected that her actions, even when

apparently questionable, are beyond reproach.

Subcommander Selok's behavior as T'Pel is consistent with what would be expected of Vulcan diplomats. The ambassador is officious, stern, and straightforward in her dealings with **Starfleet** officers, including **Captain Jean-Luc Picard**.

Sharp tongued

The grim demeanor and no-nonsense approach of Selok's Vulcan persona do not make her particularly popular when she comes on board the **U.S.S. Enterprise NCC-1701-D** in 2367; **Commander William Riker** sarcastically

PROFILE OF AN UNDERCOVER AGENT

REAL NAME: Subcommander Selok

LIFE FORM: Romulan female

FALSE IDENTITY: Ambassador T'Pel

LIFE FORM: Vulcan female

MISSION: To infiltrate the United Federation of Planets in order to spy on that organization and report back to the Romulan Star Empire.

COMMENTS: T'Pel is remarkably adept at her task. She not only infiltrates the Federation, but rises to a position of power



Ambassador T'Pel is one of the Federation's most respected dignitaries. Her true identity – that of a Romulan agent – is hidden beneath a veil of unemotional logic and a stern, unwavering Vulcan demeanor.

as a respected diplomat over a period of several years.

FIRST SEEN: 'Data's Day' [TNG]

DATA'S DOUBTS**★ Suspicious questions**

Data is suspicious of T'Pel's questions concerning the U.S.S. ENTERPRISE's defense systems.

★ Beyond reproach

Ambassador T'Pel's carefully crafted reputation has placed her in a position above suspicion.

★ No proof

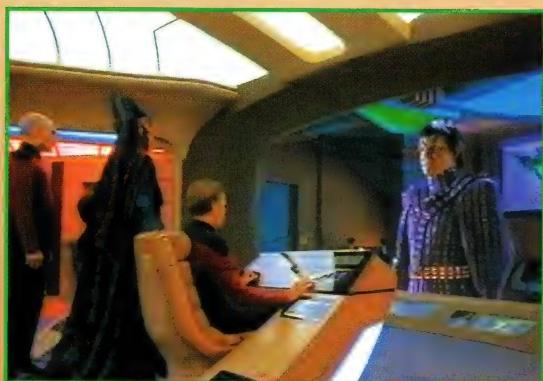
Data believes that as a Vulcan, T'Pel could not lie, but he has a "gut feeling" that something is wrong.



PERSONNEL FILES

Subcommander Selok

FILE 49 CARD 5



Romulan trick

The Romulans claim that they will speak only with the Vulcan ambassador, allowing Selok the chance to escape.



observes that T'Pel is a "charming woman." The ambassador's seeming reliance on logic to guide her is not unusual for Vulcans, but there are signs that T'Pel is not all that she appears to be. This is indicated by the fact that she speaks in an awkward monotone, as if the spy is not fully comfortable with her alias's voice.

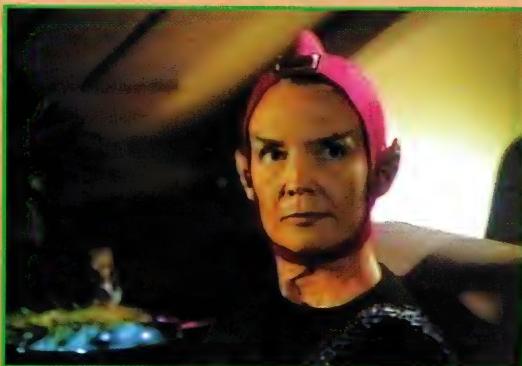
Lt. Commander Data is the first officer aboard the *Enterprise* to become suspicious of T'Pel. When the ambassador asks Data to provide classified information on the ship's defense and navigational systems – specifically the field strength of the *Enterprise* deflector shields at maximum output – the android officer politely informs her that his security protocols are the same as the ship's computers, and that he will have to report her inquiry to the captain.

Above suspicion

T'Pel quickly and smoothly responds that she is testing Data to find out how easily he would reveal the information, but nevertheless, the unassuming android is left with an almost human "gut feeling" that something is not quite right. In her Vulcan guise, however, T'Pel is considered incapable of lying, and Data must take her at her word.

"I was not interested in the information. I was curious as to your security safeguards. They appear to be adequate."

— Ambassador T'Pel to Data



Subterfuge

Selok immerses herself so fully in the role of T'Pel that she commands great respect and power as a Vulcan diplomat.

Patriot

When Selok's true identity is revealed the *ENTERPRISE* bridge crew react with shock, but her commander praises the spy as a Romulan loyalist.

Romulan ship deployment along the **Romulan Neutral Zone**, Picard does not hesitate to give them to her; he does not flinch even when she asks him to change course and head the *Enterprise* directly into the zone.

The captain is concerned about the ambassador's wellbeing while on board and orders a **transporter** lock to be maintained at all times when T'Pel beams aboard the *Devoras* in the neutral zone. The ambassador leaves without an escort, however, as the Romulans claim they are only willing to deal with the Vulcan ambassador alone.

Tragic accident

A transporter accident apparently kills Ambassador T'Pel, leaving Captain Picard guilt-stricken at the thought that he is somehow responsible for the dignitary's tragic death. In reality, however,

the transporter mishap is part of the Romulan agent's cunning and ambitious plan to return to the *Devoras* with a list of Federation secrets in her possession.

Selok has initiated a plan in which the Romulans beam her off the *Enterprise* transporter pad and substitute a small amount of similar genetic material to fool the Starfleet officers into believing T'Pel has been killed – never realizing that Starfleet had been infiltrated. It is an almost perfect plan, and would have worked but for Data's discovery that the traces of genetic material left on the transporter pad are different from the traces left when T'Pel first transported aboard the ship. This evidence leads to the unraveling of Selok's espionage.

Romulan loyalist

Chasing the *Devoras* deep into Romulan space, the *Enterprise* confronts the larger and more deadly vessel. Captain Picard demands the return of the "kidnapped" Ambassador T'Pel, and is shocked to learn the truth. Selok, smug and proud, stands on the Romulan bridge and is termed a patriot by her commanding officer. Selok is sure to be rewarded by the **Romulan High Command** for her dedication to duty and the wealth of secrets she has obtained during her role as Vulcan Ambassador T'Pel.

TRANSPORTER DECEPTION

Cunning contrivance

In 2367, Ambassador T'Pel boards the *U.S.S. Enterprise NCC-1701-D* supposedly under the banner of creating a peace treaty with the Romulans. The Vulcan is a highly respected delegate and is treated as befits her status. None aboard the starship suspect that her true mission is to return to Romulan space and report the top secret Federation information she has acquired to her superiors. Her true identity as a Romulan spy is discovered too late – after she has escaped to the Romulan vessel *Devoras*, and returned to Romulan territory. She fakes the death of her Vulcan persona, T'Pel, in a transporter accident, but Lt. Commander Data uncovers incriminating evidence left against the Romulans.



Suspected abduction

The *U.S.S. ENTERPRISE* chases after the *DEVORAS*, believing the Romulans have kidnapped the ambassador.



Faked death

T'Pel's untimely death is faked during an apparent transporter accident, but Lt. Commander Data uncovers incriminating evidence left against the Romulans.

Data, Federation personnel, including Captain James T. Kirk of the *U.S.S. Enterprise NCC-1701*, have carried out similar missions of espionage

to acquire intelligence information aboard Romulan ships, and Picard must grudgingly accept that there is nothing he can do.

FILE 44 NON-STARFLEET HUMANS

Dr. Roger Korby

Renowned archeologist Dr. Roger Korby is lost on a scientific expedition to Exo III, but shortly before dying the scientist preserves his memories and consciousness within an android body.

Archeologist Dr. Roger Korby is highly respected within his field for his pioneering work in archeological medicine. His career ends in tragedy, however, during an expedition to the planet Exo III. The scientist mysteriously disappears, leaving behind only a distress signal. Two rescue teams are sent to find him, but without success.

The doctor and his team were killed soon after landing on Exo III, but shortly before his death, Korby discovered the underground ruins of a highly advanced race known only as the **Old Ones**. All that remains of this ancient civilization is **Ruk**, a sophisticated android, and the technology

to create similar machines.

The mortally wounded Korby designed a complete artificial replica of himself, comprising his emotions and brain patterns. He believed that the robot body would contain his soul and consciousness, and thus died thinking that he had obtained immortality.

Next generation

The android created two more of its kind, a female named **Andrea** and a male duplicate of Korby's former assistant, **Dr. Brown**. As an android, Korby resumes his place as the leader of the Federation expedition.

Like his human creator, the android Korby is driven by a need to improve human existence. He explores the ruins of the Old Ones and discovers

Female companion

The android Korby builds itself a female companion named Andrea. She later kills the android duplicate of Captain Kirk.



Ancient android

Ruk is all that remains of a long extinct race that he refers to as "the Old Ones." Korby is inspired by the technological advancements of Ruk's creators.



PROFILE ON ROGER HORBY

NAME: Roger Horby

LIFE FORM: Human male

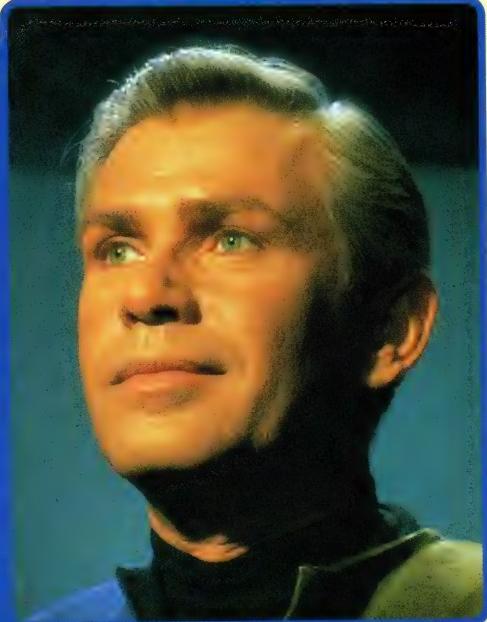
OCCUPATION: Medical archeologist

CURRENT STATUS: Deceased

ACHIEVEMENTS: Dr. Horby is known as the 'Pasteur of archeological medicine' for his translation of medical records from the Orion ruins. This information revolutionizes immunization techniques.

STATUS: Horby dies during an expedition to Exo III. He transfers his brain patterns to an android body to continue his existence.

FIRST SEEN: What Are Little Girls Made Of? [TOS]



▲ The human Korby dedicated his life to improving humanity. His research on the Orion ruins resulted in an important discovery that changed million of lives.

that the race originally lived on the planet surface, but moved underground as their sun dimmed. Their records reveal that as a subterranean culture, the Old Ones became increasingly mechanized.

Misguided beliefs

The human Roger Korby believed and taught that freedom of choice reduced the human spirit, and that humanity would benefit from a more constrained society. The android Korby

believes that the evidence of the Old Ones' advanced technology substantiates this theory.

Korby concludes that human life would be improved if people were transferred into android bodies that are impervious to disease and most injuries. Emotions could be reprogrammed during the transfer process: by changing negative emotions to positive ones, humans could become virtually perfect. Korby begins planning how he can reshape the human race into android form.

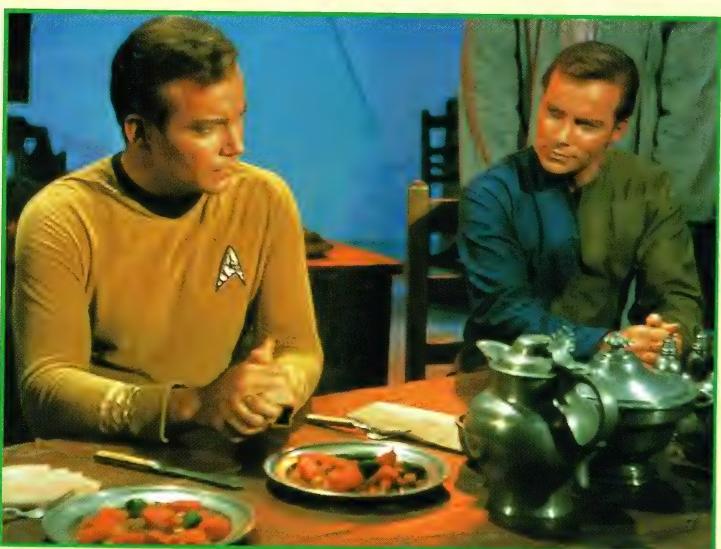
Approximately five years after the expedition's distress call is heard, a third rescue mission is sent out.

Duplicate assistant

The android Korby makes a cold and unemotional version of his progenitor's assistant, Dr. Brown.

ANDROID TEAM





★ Perfect beings

Korby believes his android creations are far superior to the human originals.

The ship is the **U.S.S. Enterprise NCC-1701**, and on board is **Christine Chapel**, Roger Korby's fiancée and former student. Korby responds to the ship's signal and invites both **Captain James T. Kirk** and Chapel down to the planet. They are accompanied by two security officers, one of whom joins them as they make their way through the caverns; the unfortunate crewman apparently falls down a crevice to his death while separated from Kirk and Chapel for just a moment.

It is this incident that alerts Kirk to the fact that there is more

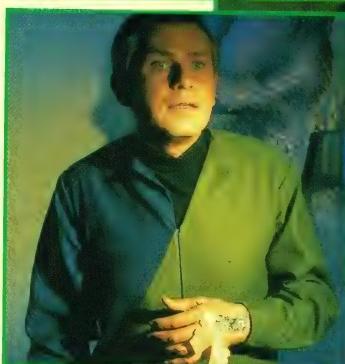
★ In his image

The android Korby is such a perfect duplicate that it initially fools even Christine Chapel.

to Korby and his team than meets the eye. Unlike the human original, the death of an individual means nothing to Korby the android. His only concern is making Kirk and Chapel understand his plans.

Scientific pride

The doctor proudly demonstrates his androids' abilities, such as Ruk's strength and gift of mimicry. Korby later shows how his androids are created by making a copy of the unwilling Kirk that contains the original's brain patterns and memories. Korby intends to control the *Enterprise* through



★ Uttermost motive
Korby duplicates Captain Kirk in order to seize control of the U.S.S. ENTERPRISE.

★ Flesh and bone

The circuitry of the Exo III androids lies beneath only a few layers of replicated human skin.



kills the android Kirk, thinking it is the real Kirk, while Korby coldly and unhesitatingly kills Ruk when the ancient android turns against him. When he later realizes the implications of these actions, he becomes immobile, caught within conflicting ideas and emotions.

Disillusioned

Much of the human Roger Korby lives on in the android, in his hopes and dreams for improving human existence. Each believes that the soul of Korby remained, and that this type of android is superior to all other types. In a final standoff, Kirk appeals directly to whatever remains of the human Korby to give up his weapon. It is as if the android has a terrible moment of epiphany, suddenly realizing that Roger Korby the android is not the same as Roger Korby the man, and is a danger to humanity. Knowing this, the android destroys himself and his work to ensure that the Galaxy can never be harmed by the androids of Exo III.

JOYFUL REUNION

Former mentor

Christine Chapel joins the U.S.S. Enterprise NCC-1701 in order to search for her former tutor and fiancé, Dr. Roger Korby. She is overjoyed when the ship finally receives Korby's distress call from Exo III. Korby and Chapel embrace joyfully upon their reunion – the human scientist's deep love and respect for

Christine was transferred completely into the android. Korby even tells the android Ruk that he must never mimic Christine's voice and must obey her orders. Eventually, however, Chapel learns the horrible truth – that her Roger is dead and all that remains of him is a mechanical shell.



★ In love

One thing both the human Korby and the android Korby have in common is their complete love for Christine Chapel.

★ Suspicions

Soon after their reunion, Chapel's happiness is marred by her concern over Korby's cold behavior. He is less caring than the man she once knew.

"Don't you see, Roger, everything you've done has proved it isn't you." — Chapel to Korby



FILE 64 PROPULSION SYSTEMS

Bajoran Solar Sailing Ships

Bajoran solar sailing ships are propelled through space by the uncertain forces of nature, in a method similar to that of seafaring vessels. Instead of relying on air currents, however, the delicate vessels depend on solar winds and tachyon eddies.

The **Bajorans** began to explore the stars eight centuries ago in beautiful and delicate **Bajoran solar sailing ships**, which surfed upon solar winds and tachyon eddies. Solar winds are high speed streams of electrified gas, primarily composed of ionized hydrogen and helium; these streams originate in stars, where they shoot out from the surface at speeds of approximately 32000 kilometers per hour and accelerate to speeds 100 times greater. As the gas moves through space, it slowly dissipates, loses speed, and cools, but the ionized atoms continue on and remain a measurable force.

Solar winds

Tachyon particles have no mass. They travel faster than the speed of light and, paradoxically, accelerate as their energy fades. The particles are as omnipresent as background microwaves, but gravity and other forces can herd them into invisible 'rivers,' called tachyon eddies, that create high speed energy highways through space.

Solar winds and tachyon eddies are reliable and energetic, but weak. After traveling 92 million miles from its source, the average solar wind stream contains only 3 to 6 atoms of ionized material per cubic centimeter of space. Even the smallest **Federation** shuttlecraft is unaffected by these currents.

The Bajoran engineers understood that these forces were not strong, but that a sufficient volume of weak energy could still power a spaceship. Massive, lightweight space sails create a surface area that blocks and then collects streaming energy particles. When the flow of incoming particles reaches a critical mass, the pressure moves the ship. A solar

ship's momentum builds until it matches the energy stream's speed – and since there is no friction in space, once an object gets underway it continues traveling until physically stopped.

The *Bajoran solar sailing ship* is equipped with five golden sails. The sail at the front of the ship is called the jib. Behind the jib are two vertical fan-shaped sails known as the port and starboard mainsails, and aft are the horizontal port and starboard spritsails. Each sail is bowed near its center into a concave area to optimize the energy captured from the stream.

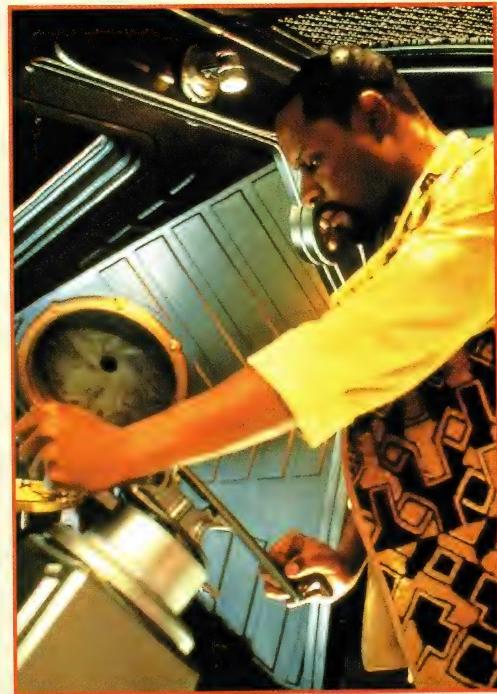
Each of the *solar sailing ship*'s five sails is connected to its own winch inside the spacecraft cabin; a pilot manually cranks these to reel the sail in or out. The winch mechanism is also used to fine-tune the position. Once the sail is set to a satisfactory position, the winch is locked down until the next adjustment.

Determining speed

The ship's speed and direction of travel is modified by altering the position and attitude of the sails. To make the most efficient use of the energy stream, all sails are set at a 90-degree angle against the incoming flow. Reducing the number of deployed sails slows progress.

The *solar sailing ships* utilize solar winds to travel at sublight speeds and the tachyon eddies to jump to faster-than-light velocities. The tachyon eddy charts left behind by the ancient Bajorans clearly map the shortcuts to destinations beyond their own star system.

Solar winds and tachyon eddies, however, do not always accommodate the traveler's itinerary with direct routes to every destination, but time-honored sailing techniques such as tacking can maneuver the ship almost anywhere. Tacking is accomplished with the mainsails – the only sails



▲ Benjamin Sisko cranks out the sails in preparation for the maiden voyage of his newly constructed BAJORAN SOLAR SAILING SHIP. He is traveling with his son, Jake.



▲ The SOLAR SHIP's five sails are connected to separate winches inside the ship. These are used by the pilots to crank the sails in and out, thus altering the ship's speed or attitude.



▲ SOLAR SAILING SHIPS are fragile vessels; sails can be easily damaged or destroyed and are not simple to repair. An accident can leave a ship missing a few sails.



▲ Every detail of the ancient Bajoran vessels is replicated on Sisko's ship, including the old-fashioned instruments that were used to navigate through space.



▲ The enchanting SOLAR SAILING SHIP is neither the fastest nor safest mode of space travel but, without the constant hum of warp engines, it is the most peaceful.



Bajoran Solar Sailing Ships

equipped with a boom that can be repositioned from within the vessel – by pushing or pulling a long bar. Tacking positions the ship at varying angles against the current, and employs a zigzagging route to reach the desired target.

Delicate transport

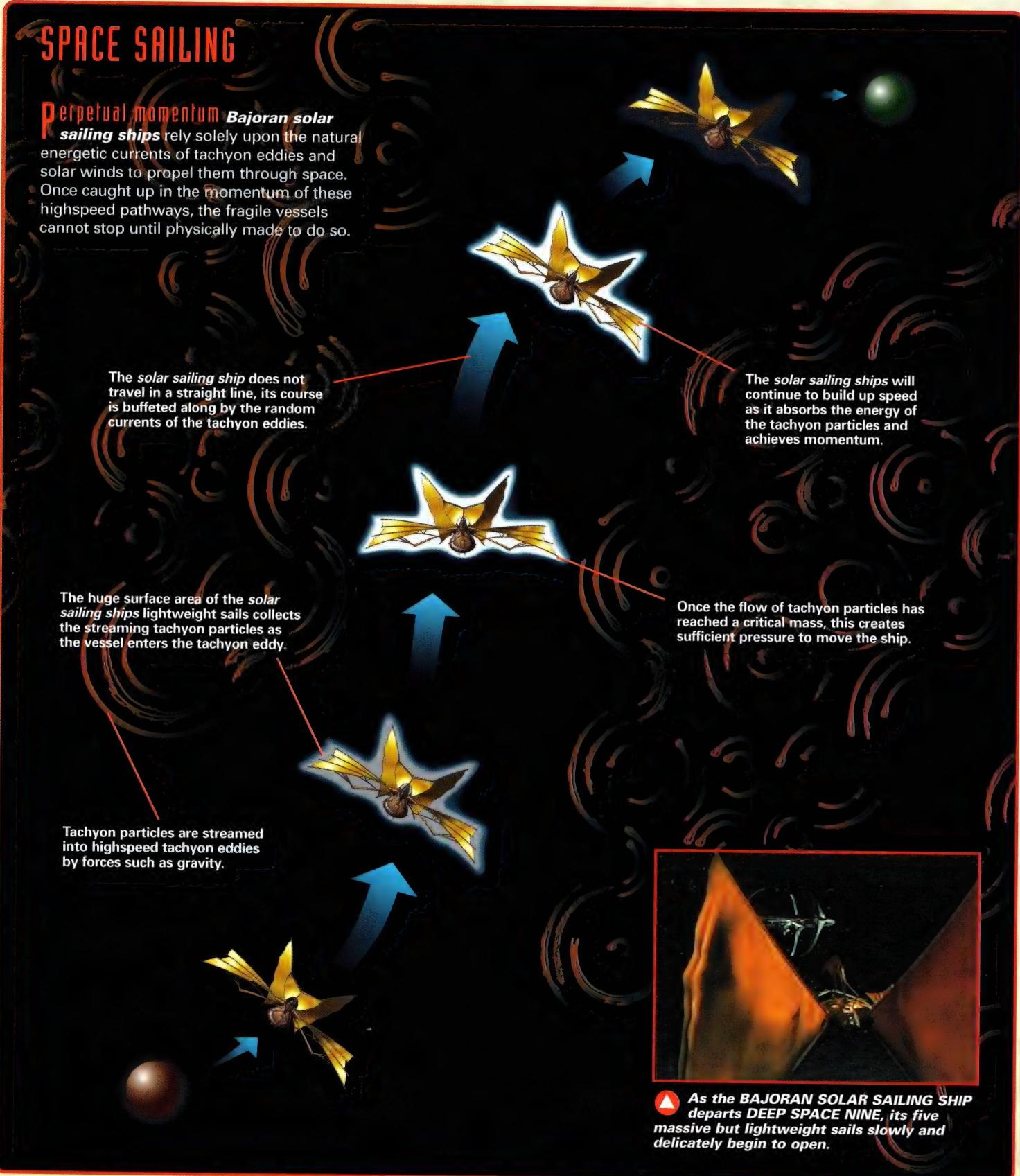
The *solar sailing ships* are cleverly designed, but fragile when compared to any **Starfleet** vessel. It is doubtful that the early Bajoran

space travelers understood the astonishing variety of dangers awaiting them in their tiny ships. A single ion storm could easily destroy the frail vessels, and even in the best of circumstances a *solar sailing ship* entering a tachyon eddy could find a sail or two damaged by the increased pressure.

With no replacement parts carried on board, and extravehicular travel impossible, the only response to damaged sails or fouled rigging is

to jettison the failed equipment via a button inside the ship. One or two sails provides sufficient power.

There is one advantage, however, to which anyone who has traveled in a *solar sailing ship* will attest: the silence afforded solar sailors as their ancient and graceful vessel slips peacefully through the universe among the serene stars is a welcome trade for the hum of a powerful warp drive.





FILE 69 STAR TREK: THE NEXT GENERATION

'Clues'

The crew of the *U.S.S. Enterprise NCC-1701-D* temporarily lose consciousness after passing through an unstable wormhole. A number of small, unresolvable clues all point to the inescapable fact that Lt. Commander Data is lying about the incident.

The *U.S.S. Enterprise NCC-1701-D* is investigating a single Class-M planet within the **Ngome Nebula's T-tauri type star system** when it encounters an unstable wormhole that renders every crew member, apart from **Lt. Commander Data**, unconscious. When **Captain Picard** and his bridge officers come round, Data claims they were out for approximately 30 seconds, but a number of small, nagging anomalies – such as the breaking and mending of **Lt. Worf's** wrist, the rapid growth of **Dr. Crusher's Diomedian scarlet moss** – suggest that at least 24 hours have elapsed.

Picard finds it difficult to accept that Data is lying, although he does order a covert investigation of the mystery. **Lt. Geordi La Forge** discovers that Data has tampered with the ship's chronometer and changed information gathered on the T-tauri planet.

A thorough examination of the android officer yields no explanation for his dishonesty – even under threat of court-martial, Data will not admit he is lying to protect the crew. When an *Enterprise* probe shows that the wormhole was simply an illusion, part of an elaborate plan to conceal the crew's memory loss, Picard decides to head back to the T-tauri system.

The isolationist Paxans

Picard's dangerous actions finally compel Data to tell the full story. It started when the *Enterprise* entered the **Paxans' space**, a hostile, isolationist race inhabiting the T-tauri planet. The Paxans would normally stun any intruders, take over their ship and then send them on their way, but Data's presence on the *Enterprise* interfered with this course of action. To save his ship from destruction Picard agreed to have the crew's short-term memory erased, but the clues accidentally left behind by certain officers undermined Data's cover-up.

The Paxans inhabit **Deanna Troi's** body to communicate with the captain. Impressed by Picard's eloquence, the aliens allow him a second chance to get things right. The crew are ordered not to leave behind any loose ends this time, and only Data retains any memory of the incident.

STARSHIP FACTS

Worf leads his crewmates through an exercise class which appears to be a Klingon form of tai chi.

CAPTAIN'S LOG
STARDATE: 44502.7

"Early completion of our mission ... has allowed me to grant extra personal time for many of the crew. This has come as something of a relief, since our recent tight scheduling has prevented the pursuit of the leisure activities that are a normal part of life aboard the *ENTERPRISE*."

ON SCREEN...



1 A recreational period gives Captain Picard the chance to introduce Guinan to the delights of the Dixon Hill program. She is not overly thrilled by the experience.



2 The *U.S.S. ENTERPRISE* passes through a highly unstable wormhole while investigating the T-tauri type star system. All of the ship's crew, apart from the android Lt. Commander Data, lose consciousness for a period of time.



3 Data claims the crew were unconscious for 30 seconds, but a number of clues, including the rapid growth of Dr. Crusher's plants, suggest that 24 hours have elapsed.



4 Chief Engineer Geordi La Forge discovers Data has tampered with the ship's chronometer, but can find no explanation for his friend's duplicity.



5 Picard's decision to retrace the ship's recent journey brings the *ENTERPRISE* back to the T-tauri planet and prompts Data to finally tell the truth.



6 The Paxans take possession of Deanna Troi's body and agree to give Picard and his crew a second chance, thereby preserving their isolation from all other races.



FILE 69 STAR TREK: THE NEXT GENERATION

'First Contact'

The **Malcorians**, a race on the verge of achieving warp space flight, discover an alien spy in their midst: **Commander William T. Riker**. Captain Picard takes the bold decision to initiate first contact with a Malcorian scientist in the hope she will try to find his injured officer.

Commander William T. Riker, of the **U.S.S. Enterprise NCC-1701-D**, takes part in a mission to observe the **Malcorians**, a race on the verge of becoming technologically advanced.

Problems arise when Riker is injured during a riot; taken unconscious to the **Sikla Medical Facility** on **Malcor III**, the commander's native disguise is soon exposed by the head of the facility. Some of the Malcorian doctors believe they have custody of a hostile alien infiltrator; to avoid a panic, their astonishing discovery is kept secret from the rest of the population.

Captain Jean-Luc Picard, concerned about his missing first officer, initiates **first contact** with **Mirasta Yale**, Malcorian Minister of Science. She is more than willing to help locate Riker, and to ease her people's fears about other spacefaring races, but it will not be easy – Yale's fledgling space flight program is already opposed by **Krola**, the politically conservative Minister of Internal Security. Mirasta at least persuades **Chancellor Avel Durken**, Head of State on Malcor III, to pay a visit to the *Enterprise*.

Full disclosure

Riker is brutally beaten by security guards when he tries to escape from the facility; Krola gleefully informs Durken that his officers have detained an alien spy. Picard apologizes to the chancellor for not making a full disclosure about the **Federation** operatives on Malcor III, but tries to explain that disastrous first contact with the **Klingons** long ago illustrated the need for hidden surveillance of a race's customs.

Krola, frustrated by his prisoner's groggy responses, places a **phaser** in Riker's hand and fires it at himself. At this moment, **Dr. Crusher** beams in to rescue Riker and also brings Krola onto the *Enterprise*.

The doctor saves the lives of both her patients, and soon exposes Krola's attempt to frame Riker for his murder. Durken is shaken by his minister's suicidal fervor, and asks Picard to cease contact with the Malcorians – his people are clearly not yet ready to accept the changes that lie ahead of them. Mirasta Yale chooses to leave Malcor III along with the *Enterprise*.

'FIRST CONTACT'

"One of our people is missing – my first officer, Commander William Riker. He was down on the planet's surface, coordinating with the observation team the final details of contact. He disappeared; my people have made enquiries, but have not been able to locate him."

– Picard to Mirasta Yale

ON SCREEN...



1 Will Riker's covert surveillance of the Malcorians goes disastrously wrong when he is injured during a riot and taken to the Sikla Medical Facility. Chief physician Berel and his colleagues soon realize Riker is not of their race.



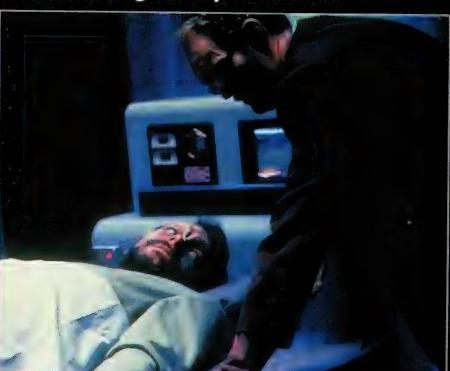
2 Captain Jean-Luc Picard and Counselor Deanna Troi are concerned about Riker's sudden disappearance. They decide to make first contact with Mirasta Yale, Malcor III's rational Science Minister.



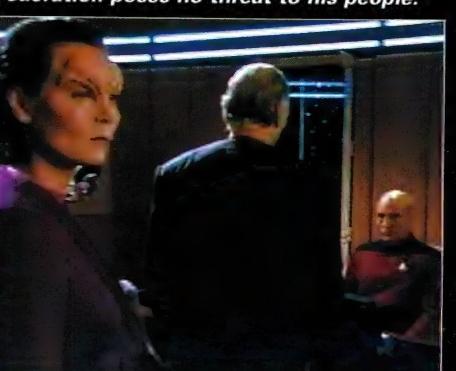
3 Mirasta accepts Picard's offer to come aboard the U.S.S. ENTERPRISE. She is overwhelmed by the ship's racial diversity and technological sophistication.



4 Captain Picard, well versed in the language of diplomacy, tries to convince Chancellor Durken that the Federation poses no threat to his people.



5 Krola, the paranoid Security Minister opposed to contact with other races, learns very little when he tries to interrogate the barely conscious Riker.



6 Durken reluctantly decides the Malcorians are not yet ready to join the Federation, although he allows Mirasta to leave Malcor III with the ENTERPRISE.

STARSHIP FACTS

Riker uses the alias Rivas Jakarta while on Malcor III.



FILE 76 STAR TREK V: THE FINAL FRONTIER

STAR TREK V: THE FINAL FRONTIER

Part 3 Saddled with a skeleton crew and a new *U.S.S. Enterprise NCC-1701-A* riddled with shakedown flaws, Captain James T. Kirk and his senior officers head for the Planet of Galactic Peace to try and resolve a delicate hostage situation.

The *U.S.S. Enterprise NCC-1701-A* clears **Spacedock** and heads for **Nimbus III**, the failed **Planet of Galactic Peace**. The vessel's recurring malfunctions will have to be solved en route; the priority is arriving ahead of the **Klingon Bird-of-Prey** that has also been dispatched. On that ship, **Captain Klaa**, eager for a confrontation to prove his warrior mettle, finds out that the *Enterprise* is on its way. He speculates that if he can defeat **Captain James T. Kirk**, the legendary enemy of the Klingon people, he will be "the greatest warrior in the Galaxy."

Kirk is not in a good mood. He attempts to record his captain's log, but even the portable recorder provided by his yeoman is not working properly.

Commander Uhura receives the information on the hostage situation requested by Kirk from the **Starfleet Galactic Memory Bank**, and puts it on screen. The captain recognizes the Klingon delegate, **Korrd**, as a famous general whose military strategies were required learning at **Starfleet Academy**. He has apparently fallen from favor with the **Klingon High Command**.

Starship exchange

The transmission includes a recording made of the hostages: Korrd, **Romulan** representative **Caithlin Dar**, and the **Federation's St. John Talbot**. Dar says that they willingly surrendered themselves to the **Galactic Army of Light**, and are in their protective custody. They are being treated well, and the army's leader requests a Federation starship to parlay for their release at once.

The leader in question, **Sybok**, then appears on screen with his second-in-command, **J'onn**, to reiterate the demands. **Captain Spock** is transfixed by the image of this man, winding the tape back and freezing the picture. Kirk says his **Vulcan** friend looks as if he has seen a ghost, and Spock replies that perhaps he has.

Kirk and **Dr. McCoy** join Spock in the *Enterprise*'s forward observation room, a vast area with an ancient ship's wheel set before a panoramic window. The Vulcan explains that Sybok reminds him of someone he knew as a youth – an exceptionally gifted and intelligent student who, it was assumed, would one day take his place among the

'STAR TREK V: THE FINAL FRONTIER'

"He was a revolutionary ... The knowledge and experience he sought were forbidden by Vulcan belief ... He believed the key to self-knowledge was emotion, not logic."

– Captain Spock on Sybok

ON SCREEN...



1 The ever-skeptical Dr. McCoy thinks the *U.S.S. ENTERPRISE*'s mission to Nimbus III is a "terrible idea." He warns Kirk that they are bound to bump into the Klingons.



2 The Klingon Captain Klaa learns that he is following the same trail as the *ENTERPRISE*. He is sure the infamous James T. Kirk will make a fitting adversary.



3 Kirk recognizes the Klingon delegate from his Starfleet Academy studies. The captain hopes he fares better than Korrd when they "put me out to pasture."



4 When Sybok, leader of the 'Galactic Army of Light,' appears on the Starfleet Galactic Memory Bank recording, Spock carefully scrutinizes the Vulcan's face.



5 In the *ENTERPRISE*'s forward observation room, Spock cryptically remarks that Sybok reminds him of a gifted student he knew during his youth.



6 Kirk, McCoy, and their troubled friend Spock all make their way back to the *ENTERPRISE* bridge, just as the starship draws close to Nimbus III.

STAR TREK V: THE FINAL FRONTIER Part 3

great scholars of Vulcan. He rejected his logical upbringing, however, and embraced the "animal passions" of their ancestors, believing the key to enlightenment lay in emotion. He encouraged others to follow him, and was banished from the homeworld.

Kirk, McCoy, and the troubled Spock are summoned back to the bridge, where **Commander Sulu** informs them that the *Enterprise* is approaching Nimbus III. Uhura receives a transmission demanding to know their intentions, and Kirk instructs her to play for time by responding with static. The **transporter** is still inoperative; they will have to rescue the hostages "the old fashioned way." The operation must be expedited when Spock reports that the Klingon vessel is less than two hours away.

The **Galileo 5** shuttle heads for Nimbus III. Kirk, Spock, McCoy, Sulu, Uhura, and seven other *Enterprise* crew members are aboard. They are forced to land some way from the **Paradise City** settlement and walk the rest of the way to avoid detection.

Commander Chekov establishes contact with Sybok, pretending to be the captain of the *Enterprise*. He advises the renegade Vulcan that he is in violation of the **Neutral Zone Treaty**, and demands he release the hostages or face the consequences – namely, the angry Klingons aboard the fast approaching *Bird-of-Prey*. Sybok appears unfazed by this, and instructs 'Captain Chekov' and his first officer to beam down to his coordinates.

Song from the siren

Kirk and Spock lead their small party across the nighttime desert toward the settlement. They cannot get there in time on foot, and so hatch a plan to draw the band of Sybok's soldiers to a nearby oasis. The troops are astonished to hear a siren's song drifting to them on the breeze, and catch a glimpse of a sultry figure dancing sensuously against the backdrop of Nimbus III's twin moons. Transfixed by this image of exposed beauty, the soldiers fall over each other to reach the siren, drawn like moths to a flame. Unfortunately, they find themselves a captive audience when the Starfleet squad appears behind Uhura, **phasers** aimed.

Effectively disguised, Kirk and his group gallop toward Paradise City on their appropriated horses. Spock appears less than comfortable on horseback. J'onn orders the gate to be opened to admit their "lookout party;" Kirk then shouts for the gate to be closed when they are through, as Federation

soldiers are apparently right behind them. The party heads off down the main street, arousing J'onn's suspicions.

Members of the team peel off one by one, taking position to lay down cover for the planned escape. Kirk observes the armed soldiers on the rooftops with alarm as Spock

scans the area with a concealed **tricorder**. He detects the hostages in the saloon, but J'onn uses an arclight to reveal their position. Their cover blown, Kirk orders Sulu to take out the light and tells the rest of the team to get rid of their mounts. The attack on Paradise City begins.

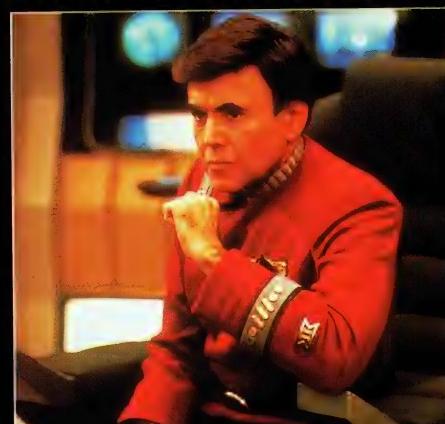
ON SCREEN...



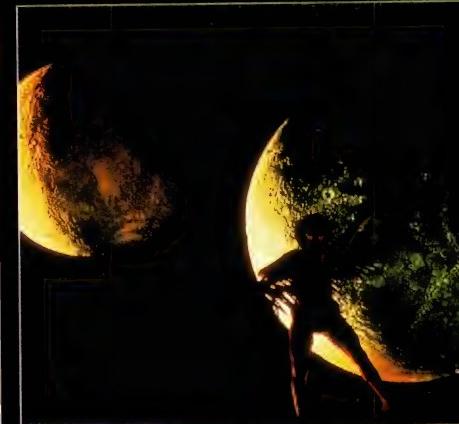
7 When the U.S.S. ENTERPRISE receives a transmission from Nimbus III enquiring about the ship's intentions, Kirk instructs Uhura to play for time.



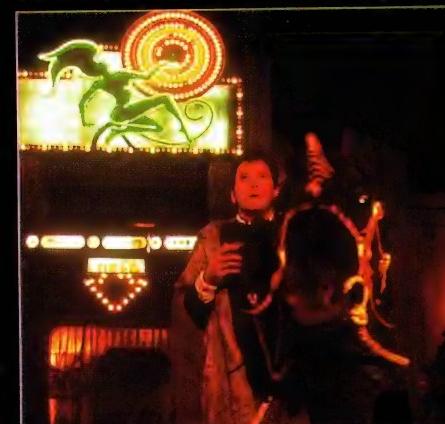
8 Kirk and his crew depart the ENTERPRISE in the GALILEO 5 SHUTTLE CRAFT. They land on Nimbus III some distance away from Paradise City.



9 Commander Chekov, pretending to be the captain of the ENTERPRISE, makes contact with Sybok and demands the immediate release of the hostages.



10 Uhura performs a sensual dance that distracts Sybok's followers long enough for Kirk and company to appropriate their clothing and horses.



11 Disguised as members of the Galactic Army of Light, the ENTERPRISE crew ride toward Paradise City. J'onn, Sybok's first recruit, allows them to enter.



12 When Spock uses his tricorder to locate the hostages, J'onn points a large arclight at the Starfleet rescue party. Their ruse has been discovered.

STARSHIP FACTS

Captain Kirk misses his comfy command seat from the U.S.S. Enterprise NCC-1701.

Uhura performs her enticing siren dance with the aid of a few well placed leaves and feathers, and not much else.



O continued

Ongilin caviar

Deanna Troi ordered this rare kind of caviar to satisfy her desire for something salty at a time when she was suffering from the first stages of **Barclay's Protomorphosis Syndrome**. (*Starship Log: 'Genesis'* [TNG]) **SEE FILE 69**

Onias Sector

Section of space close to the **Romulan Neutral Zone**. The **U.S.S. Enterprise NCC-1701-D** performed a security evaluation there in 2367 and found **Barash** living on **Alpha Onias III**. (*Starship Log: 'Future Imperfect'* [TNG]) **SEE FILES 4, 69**

Onizuka, Shuttlepod

This **U.S.S. Enterprise NCC-1701-D** shuttlepod was named for the astronaut Ellison Onizuka. The **Onizuka** was used by **Data** to visit **Tau Cygna V** in 2366; **Geordi La Forge** and the vessel were kidnapped by **Romulans**. (*Starship Log: 'The Ensigns of Command'* [TNG]) **SEE FILES 25, 69**

Onkian

This **Romulan** word is a measurement of temperature. The Romulan defector **Alidar Jarok** discovered the **U.S.S. Enterprise NCC-1701-D**'s computers did not understand the value of an onkian. (*Starship Log: 'The Defector'* [TNG]) **SEE FILE 69**

Onlies

In 2266, **Miri** used this term to describe the children on her planet. They were the only ones left alive after the ill-fated **Life Prolongation Project** killed all the 'grups.' (*Starship Log: 'Miri'* [TOS]) **SEE FILE 68**

Onquanii

Itinerant humanoid merchant operating in the **Delta Quadrant**. **Janeway** sought his help with the **Druoda** intelligent warhead that took over the **EMH**, but he instead attempted to steal it. Perceiving Onquanii as an enemy, the warhead destroyed him. (*Starship Log: 'Warhead'* [VOY]) **SEE FILES 60, 71**

Oo-mox

Erotic **Ferengi** earlobe massage; excessive self-oo-moxing can result in earache. **Lwaxana Troi**, **Vash**, and **Emi** used oo-mox to cajole Ferengi. **Quark** owned the book '**Oo-mox for Fun and Profit**'. **Kol** and **Arridor** introduced oo-mox to the **Delta Quadrant**. (*Starship Log: 'Ménage a Troi'* [TNG]; '**Q-Less**' [DS9]; '**False Profits**' [VOY]) **SEE FILES 14, 69, 70, 71**



▲ Ferengi males such as Quark find the application of oo-mox a highly sensual and stimulating experience.

Ooolans

See: **Marejaretus VI**



▲ In 2293, Captain Kirk and Dr. McCoy are sentenced to life-imprisonment on the Klingon penal colony Rura Penthe. Starfleet plans a rescue attempt, which is codenamed Operation Retrieve.

Oort cloud

A swirl of comets orbiting a solar system's perimeter. In 2370, **Chief O'Brien** advocated using the **Bryma system's** Oort cloud to conceal monitoring equipment that would report **Maquis** ship traffic. (*Starship Log: 'The Maquis', Part II* [DS9]) **SEE FILE 70**

Opaka, Kai

Bajor's spiritual guide during the occupation. She recognized **Sisko** as the **Emissary**. In 2369, Opaka died but was revived by microbes that confined her to a **Gamma Quadrant** moon; she saw this as the will of the **Prophets**. **Kai Winn** succeeded her. (*Starship Log: 'Emissary'* [DS9]) **SEE FILES 10, 18, 47, 70**

Open Sky

This **Delta Quadrant** terrorist group from the planet **Akritiri** claimed to be fighting against the injustice of their planet's government, but thought nothing of planting a bomb that killed 47 off-duty patrollers at the **Laktivia recreation facility**. (*Starship Log: 'The Chute'* [VOY]) **SEE FILES 18, 71**

Operation Retrieve

This military plan, authored by **Admiral Cartwright** and **Colonel West** in 2293, was intended to rescue **Captain Kirk** and **Dr. McCoy** after they were falsely convicted of **Chancellor Gorkon's** murder. It was never implemented. (*Starship Log: Star Trek VI: The Undiscovered Country*) **SEE FILE 77**

Operations

Starfleet term for a central person or station that coordinates the efforts of several departments. Also known as **Ops**. (*Starship Log: 'Encounter at Farpoint'* [TNG]; '**Emissary**' [DS9]; '**Caretaker**' [VOY]; *Star Trek: The Motion Picture*) **SEE FILES 27, 69, 70, 71, 72**

ophidian

This half-snake, half-dragon life form cooperated with the **Devidians** in 2368. The ophidian opened a portal to 1893 earth, then extracted and collected neural energy from humans as nourishment. (*Starship Log: 'Time's Arrow', Parts I and II* [TNG]) **SEE FILES 18, 69**

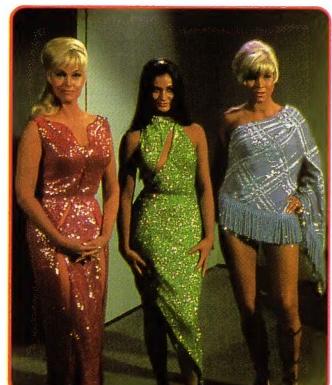
Ophiucus III

The male settlers of this isolated planet had limited prospects for female companionship. In 2266, **Harcourt Fenton Mudd** intended to deliver three women to Ophiucus III as brides. (*Starship Log: 'Mudd's Women'* [TOS]) **SEE FILES 44, 68**

Ongilin caviar
Onias Sector
Onizuka, Shuttlepod
onkian
onlies
Onquanii
Oo-mox
Ooolans
Oort Cloud
Opaka, Kai
Open Sky
Operation Retrieve
Operations
ophidian
Ophiucus III
Ops
opticable
optical transducer
optolythic data rod
optronic
Oracle
Orak
Oram, Vedek
Orantho
Orb
Orb of Change
Orb of the Emissary
Orb of Prophecy
Orb of Time
Orb of Wisdom



▲ In 2369, Kai Opaka persuaded Commander Benjamin Sisko to take her on a journey through the Bajoran wormhole to the distant Gamma Quadrant.



▲ The male settlers of Ophiucus III are promised the delivery of three beautiful brides by galactic con artist, Harry Mudd.

**Ops** See: Operations**opticable**

Primary medium through which all data in a **Federation** starship is conveyed. Opticable is used in the optical data network or **ODN**. (*Starship Log: 'Peak Performance'* [TNG]) **SEE FILES 59, 69**

optical transducer

This miniature processor in the **VISOR** converts electromagnetic radiation into bio-electric signals to the brain. The optical transducer can be adjusted to emit a hypersonic pulse that causes immediate unconsciousness. (*Starship Log: 'Starship Mine'* [TNG]) **SEE FILES 66, 69**

 **Geordi La Forge's VISOR contains an optical transducer. In 2369, Dr. Beverly Crusher adjusted this element to block some of the pain receptors in his brain.**



 **Garak ordered an optolythic data rod from Grathon Tolar. The forger assured his clients that the rod would stand up to Romulan scrutiny.**

optolythic data rod

Storage device used in **Cardassian** holorecording technology. Information can only be transcribed on a rod once and cannot be altered, making them perfect for official records. In 2374, **Captain Sisko** allowed **Garak** to order a forgery of a **Dominion** invasion meeting on such a rod. (*Starship Log: 'In the Pale Moonlight'* [DS9]) **SEE FILES 59, 70**

optronic

Of or relating to optic and/or electronic systems and elements. The **optronic coupler**, used by **Chief O'Brien** to repair a conduit in **Quark's bar**, is a standard engineering tool. An **optronic datacore** is a primary module in **holodeck** technology. **Janeway** presented one as a peace offering and 'trophy' to the **Hirogen** in 2374. The **Ops** 'pit' on **Deep Space Nine** contains many **optronic emitters**, the hum of which may have helped **Kirayoshi O'Brien** sleep. **Optronic relays** are used in a variety of applications; one broke in the remote-controlled **bat'leth** used by **Worf** to help Quark fight **Thopok**. (*Starship Log: 'Looking for par'Mach in All the Wrong Places'* [DS9]; 'The Killing Game', Part II [VOY]) **SEE FILES 70, 71**



 **The Oracle – an ancient computer – guided the Fabrini people on their journey to the promised land.**

Oracle

This **Fabrini** computer controlled the physical and spiritual lives of the people dwelling within the enclosed asteroid ship of **Yonada**. The Oracle's guidance system was repaired in 2268 by **Spock**. (*Starship Log: 'For the World Is Hollow and I Have Touched the Sky'* [TOS]) **SEE FILES 18, 40, 58, 68**

Orak

Former boyfriend of **Leanne**'s. The couple once had dinner with **Jake Sisko** in the **Promenade's Klingon** restaurant. (*Starship Log: 'Life Support'* [DS9]) **SEE FILE 70**

Oram, Vedek

Acquaintance of **Benjamin Sisko**'s. In 2375, after attending a conference on **Bajor**, **Oram** invited Sisko to his monastery in **Kendra province**. Sisko so loved the scenery he bought a plot of land nearby. (*Starship Log: 'Penumbra'* [VOY]) **SEE FILE 71**

Orantho

This **Klingon** ship was part of the force **Martok** led on his cavalry raid against **Dominion** forces in 2375. (*Starship Log: 'Once More into the Breach'* [DS9]) **SEE FILE 70**

Orb

Bajoran Orbs, or **Tears of the Prophets**, were collected over 10000 years. Bajorans believed the Orbs to be gifts from the **Prophets** to guide them. Each Orb is kept in a closed carrier, called an **Orb Ark**. Gazing at an Orb gives the viewer a vision; if the Prophets' message is disregarded, weeks later an **Orb shadow**, or flashback, reinforces the point. (*Starship Log: 'Emissary'* [DS9]) **SEE FILES 10, 70**

Orb of Change

See **Orb of Prophecy**

Orb of the Emissary

One of the sacred **Bajoran** Orbs. It was recovered by **Benjamin Sisko** from the planet **Tyree** in 2375. (*Starship Log: 'Image in the Sand'* [DS9]) **SEE FILES 10, 43, 70**

Orb of Prophecy

One of the sacred **Bajoran** Orbs, also known as the **Orb of Change**. The ancient Bajoran **Trakor** wrote a number of prophecies after a visionary encounter with this Orb. Some 3000 years later, **Benjamin Sisko** used the Orb of Prophecy to clarify the **pagh'tem'far**, or prophetic visions, he was experiencing. (*Starship Log: 'The Circle'* [DS9]) **SEE FILES 10, 70**

Orb of Time

One of the sacred **Bajoran** Orbs confiscated by the **Cardassians** during the occupation. It was finally returned to the Bajoran people in 2373. Disgraced **Klingon** spy **Arne Darvin** used the Orb of Time to take the **U.S.S. Defiant NX-74205** back to the year 2267, as part of his plan to kill **Captain James T. Kirk**. (*Starship Log: 'Trials and Tribble-ations'* [DS9]) **SEE FILES 10, 48, 70**



 **In 2371, Grand Nagus Zek obtained the Orb of Wisdom from his contacts on Cardassia III.**

Orb of Wisdom

One of the sacred **Bajoran** Orbs. It was obtained by **Grand Nagus Zek** from a contact on **Cardassia III** in 2371; Zek hoped to use it to see into the future and profit from this foresight. (*Starship Log: 'Prophet Motive'* [DS9]) **SEE FILES 10, 51, 70**



O continued

orbital sensors

These offplanet surveillance and detection devices are often used in a networked array. **Kira** and **Odo** supervised the installation of orbital sensor platforms at the **Prophet's Landing** colony in 2371, while the **Mokra Order** had a sophisticated web surrounding their entire planet. (*Starship Log: 'Heart of Stone'* [DS9]; *'Resistance'* [VOY]) SEE FILES 18, 70, 71



A depressed **B'Elanna Torres** used an orbital skydiving holoprogram without safety protocols.

orbital skydiving

A sport in which the participant parachutes from a spacecraft at atmospheric altitudes. **B'Elanna Torres** risked thermalizing herself by jumping from 300000 meters without the use of safety protocols in a **holoprogram** recreation. (*Starship Log: 'Extreme Risk'* [VOY]) SEE FILE 71



A depressed **B'Elanna Torres** used an orbital skydiving holoprogram without safety protocols.

orbital tether

Conveyor cable connecting a planetary surface site to an orbital station, used by tram-like vehicles to ferry personnel and freight. **Nezu**, **Rinax**, and **Koralis III** all have orbital tethers. (*Starship Log: 'Chimera'* [DS9]; *'Rise'* [VOY]) SEE FILES 40, 70, 71

Orbital Weapons Platforms

These sophisticated unmanned battlestations were used by **Dominion** forces to protect the **Chin'toka system**. Each platform features a **regenerative forcefield** and 1000 **plasma torpedoes**. (*Starship Log: 'Tears of the Prophets'* [DS9]) SEE FILES 16, 70

Ord'Mirit Mining Treaty

Delta Quadrant diplomatic agreement. The decaying **biomimetic** duplicate of the **U.S.S. Voyager** was attacked for violating this treaty during its search for a **Class-Y** planet. (*Starship Log: 'Course: Oblivion'* [VOY]) SEE FILES 18, 71

Ordek Nebula

Area of space where the **Wogneer** life form lives. (*Starship Log: 'Allegiance'* [TNG]) SEE FILE 69

ore processing center

Located on Level 21 of **Terok Nor**, this was the central factory unit where **Bajoran** workers prepared raw **uridium** for the station's reactors. In 2371, during its conversion to a **deuterium** refinery, a dormant **Cardassian** security program detected a workers' revolt in Unit 5, almost causing the self-destruction of **Deep Space Nine**. (*Starship Log: 'Necessary Evil'* [DS9]) SEE FILES 27, 40, 70



A high fence separated the Bajoran sectors, including the ore processing center, from the rest of TEROK NOR.



Captain James Kirk encountered the Klingon warrior Kor on Organia in 2267. The non-corporeal Organians soon stopped the conflict between these two well-matched antagonists.

Orega, Stan

This 23rd-century humorist specialized in jokes about quantum mathematics. When **Data** investigated humor in 2365, the **U.S.S. Enterprise NCC-1701-D** computer told him that Stan Orega was the funniest person in the data banks. (*Starship Log: 'The Outrageous Okona'* [TNG]) SEE FILE 69

Orelious IX

This planet was reduced to an asteroid field 1000 years ago by the **Promellian/Menthar** war. In 2366, an ancient distress signal drew the **U.S.S. Enterprise NCC-1701-D** to the area. (*Starship Log: 'Booby Trap'* [TNG]) SEE FILES 6, 40, 69

Orellius

Class-M world, site of the **S.S. Santa Maria** crash in 2360. Survivors created a flourishing low-tech colony, lead by **Cassandra**. Orellius orbits **Orellius Minor**, an F-type star in the **Alpha Quadrant**. In 2370, **Commander Sisko** was detained by Cassandra, but eventually freed himself and other colonists. (*Starship Log: 'Paradise'* [DS9]) SEE FILES 4, 70

organ processing

Vidian captives, in 2371, were either put to work doing heavy labor or taken to organ processing to have their organs harvested. Eventually all laborers were sent to this fate. (*Starship Log: 'Faces'* [VOY]) SEE FILE 71

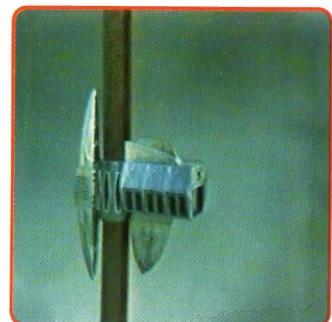
Organia

This Class-M planet was the flashpoint for a Federation/Klingon war in 2267. The war was stopped by the **Organians**, an energy-based life form inhabiting Organia, who made all weapons of war too hot to handle, and forced the adversaries to accept the terms of the **Organian Peace Treaty**. The treaty included rules for resolving planetary claims, the superior claimant being the one best able to develop that world, and mutual use of non-military facilities. The treaty was replaced in 2293 by the **Khitomer Accords**. (*Starship Log: 'Errand of Mercy'* [TOS]) SEE FILES 11, 18, 68

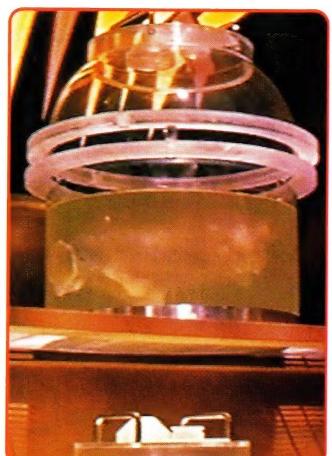
Orias III

Cardassian planet in the Orias system where the **Obsidian Order** and **Tal Shiar** surreptitiously readied a fleet of modified **Keldon**-class warships. The ships were destroyed by **Dominion** forces in 2371. (*Starship Log: 'Defiant'* [DS9]) SEE FILES 13, 70

- orbital sensors
- orbital skydiving
- orbital tether
- Orbital Weapons Platforms
- Ord'Mirit Mining Treaty
- Ordek Nebula
- ore processing center
- Orega, Stan
- Orelious IX
- Orellius
- organ processing
- Organia
- Orias III
- Orient Express
- Orillian lung maggot
- Orion
- Orion III
- Orion Free Traders
- Orion Syndicate
- Orion wing-slug
- Orkett's disease
- Orlando
- Ornak
- Ornara
- Ornathia resistance cell
- Ornithar



An orbital tether used by the people of the Nezu colony world was threatened by a meteor storm engineered by the Etanian Order.



The Vidian race, stricken by a terrible disease known as the phage, used organ processing to extract healthy organs from their unfortunate victims.



Officers from the U.S.S. ENTERPRISE entered a holodeck recreation of the Orient Express in an attempt to communicate with an emergent life form.

Orient Express This famous early 20th-century train traveled across Europe to the Orient, and came to be seen as a symbol of opulence. In 2370, **Dr. Beverly Crusher's holodeck** simulation of the Orient Express became contaminated by an emergent life form on the **U.S.S. Enterprise NCC-1701-D**. (*Starship Log: 'Emergence'* [TNG]) **SEE FILE 69**

Orillian lung maggot Orillian life form. Neelix used it as an insult, saying he did not mind dying so long as an Orillian lung maggot like **Tosin** also perished. (*Starship Log: 'Fair Trade'* [VOY]) **SEE FILE 71**

Orion Constellation containing **Rigel** and **Betelgeuse**. Quark's route to **Deep Space Nine**, after taking **Nog** to **Earth** in 2372, passed Orion so that he could sell an illegal load of **kemacite**. The Orions are characterized by green skin; females of the race are considered to be unusually sensual. In 2267, the Orions claimed to be neutral, but were robbing **Coridan** of **dilithium crystals** and thus attempted to sabotage that planet's entry into the **Federation**. (*Starship Log: 'The Cage'*; 'Journey to Babel' [TOS]; 'Little Green Men' [DS9]) **SEE FILES 18, 58, 67, 68, 70**



In 2372, Quark planned to smuggle illegal kemacite to Orion, while escorting his nephew Nog to Starfleet Academy on Earth. It caused a reaction that threw the SHUTTLEPOD back in time.

Orion III A planet with a gambling center. **Tom Paris** informed **Chakotay**, during a boxing vision, that Orion III, Las Vegas, and Mars all put the odds at 33-1 against him. (*Starship Log: 'The Fight'* [VOY]) **SEE FILE 71**

Orion Free Traders Customers in **Quark's bar** in 2373. **Nog** heard them say the **Romulans** had signed a non-aggression pact with the **Dominion**, according to a **Vulcan** diplomat. **Sisko** confirmed this with **Starfleet**. (*Starship Log: 'Call to Arms'* [DS9]) **SEE FILE 70**

Orion Syndicate This organized crime syndicate provided constant problems to **Federation** security. It was involved in extortion, theft, murder, and a variety of other criminal activities. **Quark** once attempted to join, but could not afford the membership fee. He later testified against the syndicate in front of a **Federation Grand Jury** hearing, despite the syndicate's attempts to assassinate him before he arrived. (*Starship Log: 'The Ascent'* [DS9]) **SEE FILES 18, 70**

Orion wing-slug

A life form **Lwaxana Troi** considered repugnant. When the **Ferengi DaiMon Tog** declared his attraction to her, Lwaxana commented she would rather eat an Orion wing-slug than spend any time with Tog. (*Starship Log: 'Ménage à Troi'* [TNG]) **SEE FILE 69**



Lwaxana Troi rejects Daimon Tog's amorous advances by comparing him to an Orion wing-slug.



Seska claimed to have contracted Orkett's disease during her childhood, requiring a bone marrow transplant that reduced the Bajoran factors in her blood.

Orkett's disease

This virus plagued the labor camps during the **Cardassian occupation** of **Bajor**, killing thousands of children. **Seska** claimed that she was cured by a bone marrow transplant, and that this accounted for her blood's lack of common **Bajoran** factors. (*Starship Log: 'State of Flux'* [VOY]) **SEE FILES 43, 71**

Orlando Crew member on **U.S.S. Voyager**, according to the classified manifest that **Harry Kim** consulted while in an alternate **San Francisco** of 2372. (*Starship Log: 'Non Sequitur'* [VOY]) **SEE FILE 71**

Ornak This former member of the **Shakaar resistance cell** was detained for questioning by the **Bajoran** civil police in 2371, after Shakaar refused to return soil reclamators that **Kai Winn** believed were needed elsewhere. (*Starship Log: 'Shakaar'* [DS9]) **SEE FILES 10, 70**



T'Jon, an inhabitant of the planet Ornara, attacked the Brekkian Sobi with electrical discharges that naturally emanated from his body.

Ornathia resistance cell

This group of **Bajorans**, led by **Lenaris Holem**, fought during the **Cardassian occupation**. The group carried out the first offworld strike, on **Pullock V**, against the Cardassians. (*Starship Log: 'Shakaar'* [DS9]) **SEE FILES 10, 70**

Ornithar This **Karemma** male sold **tulaberry wine** to the **Ferengi**. In 2371, **Quark** threatened to cancel their contract unless Ornithar revealed the **Founders'** location. Ornithar also wanted to buy **Kira Nerys'** earring. (*Starship Log: 'The Search', Part I* [DS9]) **SEE FILE 70**